Transmission No 6 Stardate September 1985 95p

Racing Destruction Set The ultimate racing game?

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GYRON - Spectrum 48K "A serious contender for the Game of the Year award Personal Computer World, Mar. 1985 "Hyperbrill" Crash Smash 93% rating. Mar 1985

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REGULARS

News The latest gaming news including Activision's Autumn attack.

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Transmission 6

Stardate September 1985

FEATURES

A new sporting challenge for joystick athletes.

OFFERS

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COMPUTER GAMER SEPTEMBER 1985



Eecaan's Transmission

Greetings Barthlings.

This month's addon packed transmission of Gamer includes some marvellous features.

We take an indepth look at Ariolasoft's Basing Destruction set, take up the sporting challenge of US Gold's Summer Games II, provide the missing material for Exodus Ultima III and give help to galactic traders who are trying to become Blite

Intergalactic scanning shows that September is the month when computer people flock to Olympia to see the FCW show If your going, be sure to come along and see us and have a chat or perhaps join the aiready)

We'll be on the Argus (A3E) stand 3057 on the 1st floor

If you're going to the show don't forget to cheer on the finalists of the Knockout competation as they slog it out on the Alligate stand for that com-

Karate Challenge

Following the success of Melbourne Houses. Way of the Exploding Fist two more companies are set to release Kung Fu games.

Chop Suey, from English Software, is aimed at the whole Atari range of machines. It is said to in Superb animated figures, complete with shadows, in one or two player fights. The rounds are apparently separated by surprise hazards of the

animal variety" will cost Chop Suey

\$8.95 for tape and \$12.95

'NEWSNEWS

System 3 are to launch on disk. International Karate on "a whole range of machines including the Atari

The game features Kung fu fights throughout the

world including London Sydney and New York In between the lights the player will have to take tests which include smashing tiles with a shigle

International Karate should be available shortly blow

and will cost \$6.95



The Hitch Hiker's Guide to the Calaxy has a few things to say on the subject of towels. A towel, it says, is about the most useful thing an interstellar hitch hiker can have. Partly it has 'reat practical value - you can rap it around you for warmth you bound across the cold ons of Jaglan Beta, use it to ha mini raft, wet it for use in had unni ran, wer it to hand combat, use it to we'd off noxious fumes, wave it dry nergencies, and of course dry ^{ner}gencies, and or each Mor ^{nur}self with it. imm importantly a towel has Whatse psychological value. Whatse psychological value. Whatse psychological value. would iny strag 'non-hitch hiker' who chink is that any man breadth hitch the length and against of the galaxy, struggle know there his towel is, is know where his towel is, is clearly "man to be reckoned

What's in a Name?

In an industry that's suffered from the odd bug or two it's not surprising that the software charts have been hit by the same problems.

For a recent local paper included such classics in its chart as A View to a Krill which is a whale of a good game. Also an, as yet unknown, cowboy game from Ultimate called Night. Law and a new game called Alienate, Best of all is the new charttopper from Melbourne House "Way of the Exploding Cyst''l Gamer itself has come

under the same attack since some press releases have arrived in the office addressed to Computer Gains and Computer Camera.

If any reader has other examples of such misprints please send them into us at the normal editorial ad-Gress.

Hitch-Hikers Guide to the Towel

You've heard the radio series, read the books, listened to the record, watched the TV series, even seen the play, now dry yourself with the towel For now you dry your-

self after a long adventuring session on a genuine

Daci disk player Finally mark the September 27th clearly on your calendar As in the Gamer you'll be able to enter the exclung world of "The Trolis Tavern

It's the meeting place to go to if you want to find out what's happening in adven ture gaming in it you'll find the lalest adventure news, reviews and features

25

Hitch-hikers towel, here modelled by Douglas Adams. The towels are available in either blue or mulberry and cost £14.95 (+ £1 p&p) from H H Towels, PO Box 2LG, London W1A 2LG. If you'd like to jump the queue you can win one from Gamer by sending in either a caption for the photograph or an explanation as to what Douglas is using the towel to protect himself from. The best entries, as chosen by Douglas, will

rapidly become Gamer readers who really know where their towels are. Infocom's latest adventure, Wishbringer is reviewed in this transmission of Gamer.

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Ultimate Releases

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Ultimate are set to release two more games. Nightshade for the Spectrum and Blackwyche for the C64. Nightshade is described as a 'fully animated. graphic, fantasy, arcade, adventure, role playing game'' in which you must save a village from the evil one. Until you do the villagers, corrupted by evil, will continue to spread plagues and enslave any that threaten the evil overlord.

Blackwyche is the third in the Sir Arthur Pendragon series of games, which this time, is set on a ghostly galleon.

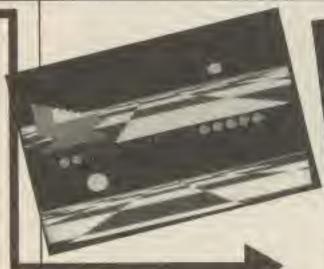
Nightshade and Blackwyche will be available soon and will cost £9.95.

Activision's Autumn Attack

Activision plan to launch 8 new titles before the end of October with more to come for Christmas. These new releases include All American Cross Country Road Race, Rescue on Fractulus and Tour de France that are reviewed inside as well as a cassette version of Mindshadow, a previously disk only graphic adventure. The fight sequence is joystick controlled and should you win you'll move up the league table of 20 boxers.

Gamemaker is a games design tool that allows even the non programmer to try out game ideas.

The package includes a sprite editor and a mini version of Activision's Music Studio.



Ballblazer is a fast action sports game of the future designed by Lucasfilm games. The game is played on a split screen display of a curved playing area with a goal at either end. Each player controls a robot blazer that tries to collect the ball as it shoots onto the pitch then heads for the opponents goal while the other player tries to tackle him. A goal scored at close range is only worth one point whereas an "over the horizon" shot is worth 4 points. Should you exhaust all of your human opponents then you can play against a droid at any of nine different skill levels. Barry McGuigan's Boxing is the latest Gamestar game and features your attempts to emulate Barry's achievements. You start the game by choosing your fighters skin and hair colour as well as his style or image. Hence you can have anything from a "Dancer" whose thought of a nice guy or a loud mouthed bruiser. You then have 12 weeks to train for your next fight which includes weeks of weight, bag and road training that will improve your boxers stamina, strength and even attitude.



The final release is the curious **Someone's Living** in My Computer that was first reported in last month's US Scene.

This is the result of extensive research and has cumulated in a disk based house into which your "someone" will move into. Here you can watch him (or her) play the piano, read a book, exercise and so on.

The type of someone that your copy of the program will attract depends on how long you take to unwrap their house. Known characters include antisocial ones that sit and sulk, untidy ones that never do their washing up, enthusiastic but awful piano players and even some impatient ones that tap on your TV screen if you're ignoring them!

ALC: NOT

According to Activision you'll be able to buy one as soon as they've taught them to play card games and draughts.

One word of warning, having watched one for an hour they are ridiculously addictive even if you find you've got a sulky one. Once created, the only way to change its character is to buy another copy.

Ballblazer and Boxing will be available in C64, Atari, Amstrad and Spectrum versions, Gamemaker in Atari and 64 formats and Someone's in My Computer will soon be driving C64 and Amstrad owners mad.



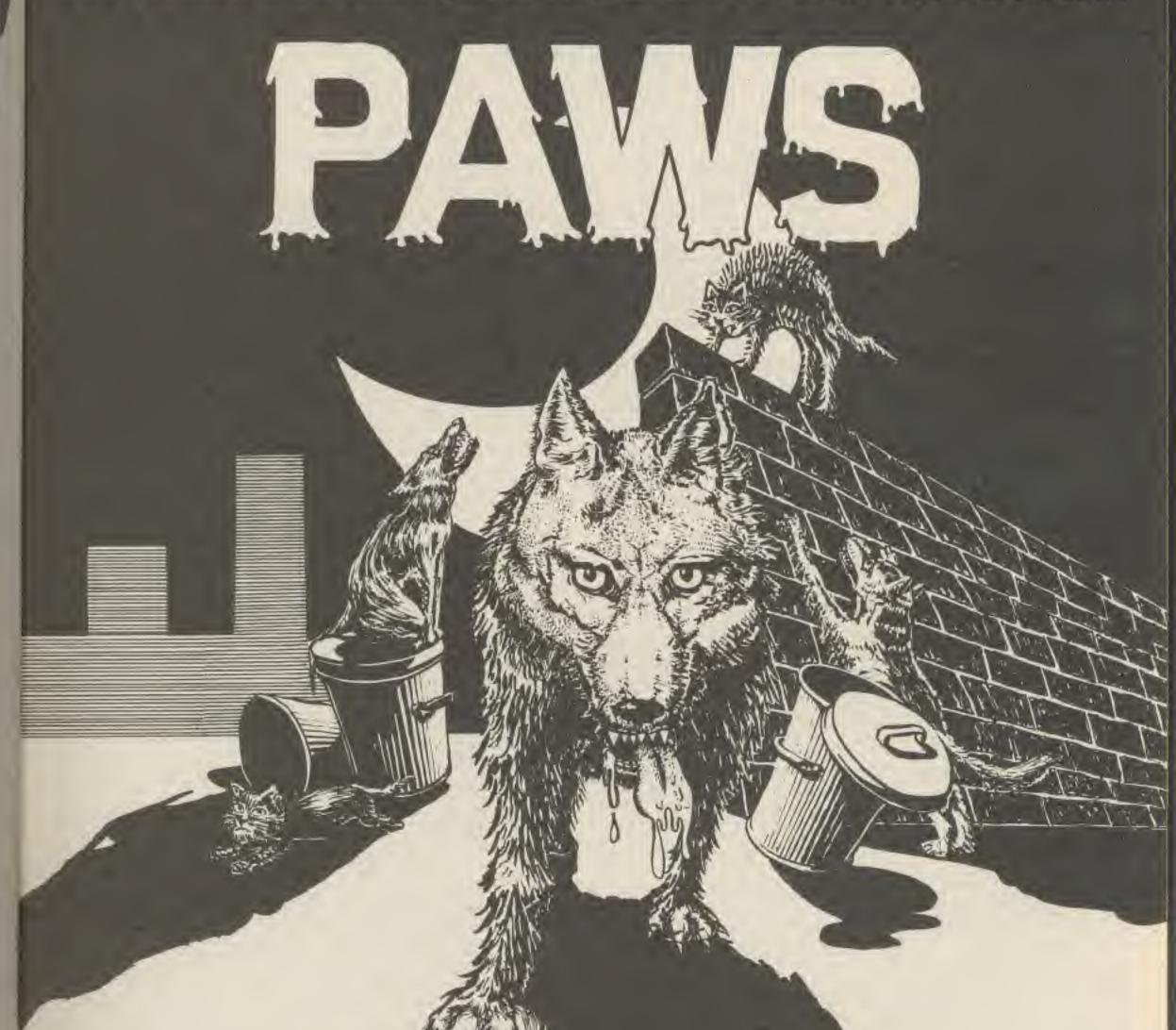
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GRAPHICS:

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Top 30

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	Pist.	Melbourne Hou
2	Hypersports	Imagine
3	Soft Aid	Various
4	Elite	Acornsoft
S	Cauldron	Palace
6	Rocky	Gremlin Graphi
8	Jet Set Willy 2	Software Projec
8	Combat Lynx	Durell
9	Action Biker	Mastertronic
15) Spy Hunter	US Gold
13	Rocky Horror Show	CRL
15	Daley Thompson's	
100	Decathlon	Doean
13	S Spy Vs Spy	Beyond
	Alien S	Ultimate
15	8 World Series Baseball	Imagine
2.8	6 View To A Rill	Domark
13	7 Gremlins	Adventure Inter
11	8 Pitstop 2	EPYH/US Gold
3.5	9 Shadowfire	Beyond
21	D Ghostbusters	Activision
2	I Knight Lore	Ultimate
23	8 Finders Keepers	Mastertronic
23	3 Air Wolf	Elite
2	4 Bruce Lee	US Gold
25	5 Dun Darach	Gargoyle Games
24	6 Jet Set Willy	Software Projec
2	7 International Tennis	Commodore

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Spectrum Top 10 Hypersports Imagine Rocky Soft Aid Various

- 35 4 Gauldron 5 Jet Set Willy 8 6 Spy Vs Spy Spy Hunter 37 8 World Series Baseball 9 Glass 10 Bruce Lee
- Gremlin Graphics Palace Software Projects Beyond **US** Gold Imagine Quicksilva US Cold

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BBC Top 10

- 1 Revs Combat Lynx 8 3 Alien 8 4 Knight Lore 8 Ellte
- 6 Mini Office
- 7 Repton 8 Atic ALAC

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- Castle Quest 9
- 10 Football Manager
 - Amstrad Top 10
 - Beach Head Starstrike 3D

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Ocean Realtime

29	BMX Racers	Baskelball	US Gold Mastertronic Commodore	
100	Theshale Shand		TTH CLAIM	
	29	28 Beach Head 29 BMN Racers 30 International	29 BMM Racers	

Commodore 64 Top 10

i.	Way Of The Exploding Fist	Melbourne House
2	Elite	Firebird
3	Soft Aid	Various
4	Pitstop 2	EPYX/US Gold
S	International Tennis	Commodore
6	International Basketball	Commodore
2	Dambusters	US Gold
8	Action Liker	Masterironic
9	Kik Start	Masterironic
10	Impossible Mission	EFYX/US Gold

Compiled by Gallup for the industry's weekly trade magazine, Computer and Software Batailing. For details contact John Sorrentl, Computer and Software Retailing, Liberty House, 222 Regent Street, London W1R 7DB. 01-434 2101

345678910	Baley Thompson's Decathion Knight Lore Ghostbusters Dun Darach Combat Lynx Alien 8 Rocky Horror Show Jet Set Willy	Ocean Ultimate Activision Gargoyle Gar Durell Ultimate CRL Software Pro
	Atari Top	10
12345678	Air Wolf Pole Position Ghostbusters Jet Boot Jack Decathion Miner 2049ER Blue Max Soccer	Elite US Gold Activision English Activision US Gold US Gold US Gold

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English

US Gold

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Screen shots as seen on the Commodore 64

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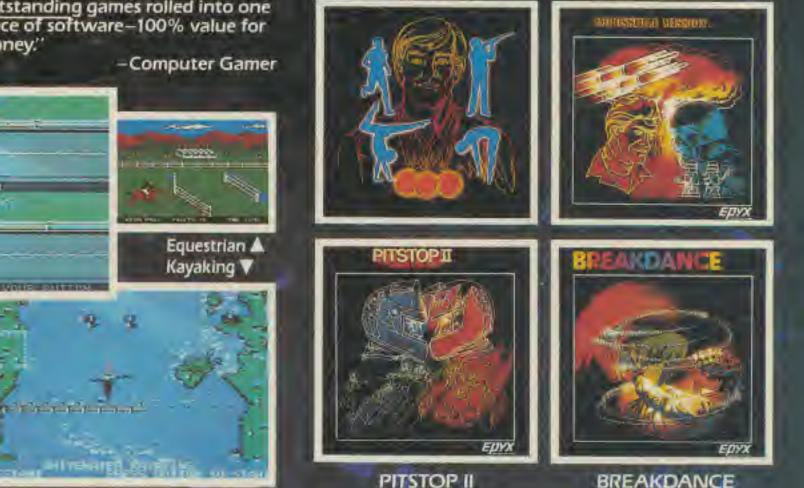
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COMPUTER SOFTWARE

Rick Koenig and Connie Goldman

Racing DESTRUCTION Set

ELECTRONIC ARTS

Tony Hetherington takes an in depth look at a computerised, slot car racing game that will drive you to destruction.

Racing Destruction Set is a two player, computer slot car, racing set with a difference. For each player chooses his own racing machine ranging from dirt bike to Indy racer, arms it with oil, mines and a crusher before racing on any of the 50 supplied tracks or on one designed on the games track editor.

The race is contested on a Fitstop II style, split screen display which gives an overhead view of each car. The cars are joystick controlled with the computer taking control of the second car if your short of humans.

As soon as you've loaded in the game you can start racing on a demo track between two unarmed Can-am racers. This gives you the feel of the cars and the jumps, bumps, bends and surfaces of the tracks that lie ahead.

The Tracks

The 50 prebuillt tracks included in the game cater for all racing tastes as they span from a dirt track for bikes and jeeps through grand prix circuits to tracks designed for destruction races.

The grand prix circuits are all based on famous European and American tracks such as Monaco, Silverstone, Monza and Las

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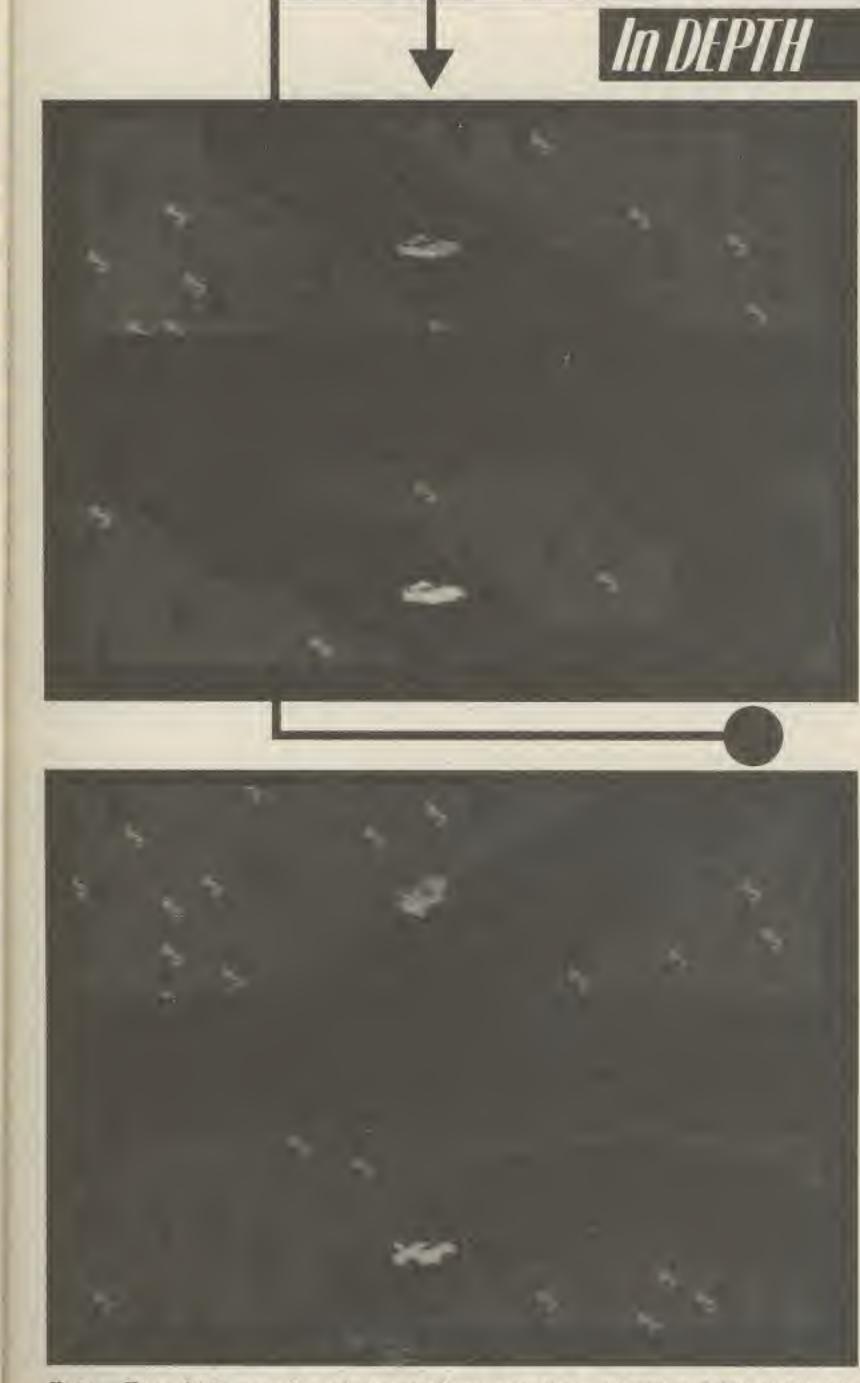
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racers will have ample opportunity to force each other off the raised track where they'll plummet to destruction.

"Killer" is less subtle as it contains a mixture of jumps, bends and crossovers that will guarantee that only one car will finish the race.

Between these two extremes are a selection of circuits with their own particular way of destroying the cars. For example 'jumps' contain huge jumps that will trap light cars that can't get up the hills and destroy heavy cars when they land. 'Whichway' consists of seven different routes each there own problems whereas 'headon'' guarantees to aim both cars directly at each other at breakneck speed.

Finally there are three test tracks including the ones used by Ferrari and Porsche on which you can try out your own custom designed car.

If you ever tire of the prebuilt tracks you can always use the games track editor either to modify an existing circuit or to design your own from scratch. With the editor you can select basic pieces which you can modify before fitting in place. For example, a simple straight can be turned into a jump by adjusting the height of its various sections. Simarlarly a chicane can be constructed by altering the normal width of the road from 3 to 2 or maybe even 1.

The Cars

As there is an incredible variety of tracks to test the cars there are nine basic types of vehicle from which a car can be custom built to meet the challenge. An open cockpit racer is ideal for grand prix circuits as is a Can-am road racer but Baja bug is more suited to motorcross races. Similarly a pickup, jeep or stock car can take the punishing jumps and a bike (dirt or street) can take the corners. Finally for the more bizarre, low gravity, moon races you should choose a lunar buggy.

Vegas. Here high speed duels are fought between Can-Am and grand prix cars. There are no jumps or weopens, just fast cars.

The American roadrace courses are a little more interesting with the inclusion of dirt and icy surfaces that make your choice of tyres important. As the wrong set may send you spinning out of the race.

If you prefer racing of the death and destruction variety then, like me, you'll head straight for the destruction tracks.

These consist of jumps that will test your cars power and suspension, bends to try out your steering, ice and dirt surfaces to get you spinning and crossovers to cause collisions.

They range from a simple oval track ("destruct") to the self explanatory "killer".

"Destruct" is the smallest possible circuit so it is inevitable that the



COMPUTER GAMER SEPTEMBER 1985

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Once you have selected your basic car you can fit a different engine, a new set of tyres and even arm it for battle.

The choice of tyres varies from car to car with some being restricted to only one type. For example a dirt bike can only have dirt tyres. However, if you have a choice then look carefully at the traction figures on the screen display. These show the grip that a tyre will have on either dirt ice or paved surfaces. Obviously you should choose the tyres best suited for the selected track.

Engine size is equally important as it not only effects the acceleration and top speed of the car but also its weight. In fact there is a point where increasing the engine makes the car so heavy that it actually reduces the speed of the car. This also happens when you add armour and weapons for a destruction race.

Armour can be added to most cars to add protection in the inevitable collisions. Similarly a crusher can be fitted to inflict damage.

Oil cans can be fitted to leave oil slicks on the road to send your opponent spinning and mines to be dropped in his path. However, to retain some sanity cars cannot carry both oil and mines. If they did it is unlikely that either car would reach the first bend.

A good guide it to choose a car that will beat the track then arm it to beat your opponent.

Finally, you may have to modify your car selection to fit in with the extra "rules" that can be defined to add to the excitement.

Spicing things

lowest and Jupiter the highest. This will have a dramatic effect on a race since for example a light car taking a high jump at top speed on the moon may never land. Similarly a heavy car on Jupiter may be wrecked by the slightest bump.

Finally you can also alter the number of laps, from 1 to 9 and choose between four different backgrounds including a motorcross scene and lunar landscape.

Destruction racing

Since normal racing consists of getting in the right lane and keeping your foot on the accelerator there is little to be addedd to what's already been said about games such as Pole Position and Pitstop II. Destruction racing is something completely different.

Your choice of car will decide the tactics you will use. A fast lightly armed car will try to outrun the opponent and win through speed alone. Whereas a heavily armoured truck will try and takeout the other car and win by default. If this sought of tactic is used and you manage to destroy your opponent you only have to finish your current lap to win. Consequently unless it is a 1 or 2 lap race you needn't try to keep up with the other car. Instead you should set traps either by mugging them (forcing them off the road) or by carefully placed mines or oil slicks. The fun really begins if both of you have and use weapons.

It is important to realise that you can skid on oil that you've dropped and blow up on mines that you've placed so think carefully before you drop a mine on a one lane section. You can, however, do this. quite effectively against a faster opponent who will hit the mine before you cross, what will become. the finishing line. Oil can be used in patches immediately in front of the other car to cause a quick skid which will slow him down or in planned slicks that will guide him off the road. Similarly a mine dropped in front of a chasing opponent can end the race (depending on the difficulty level) or they can for more subtle effects be dropped on your opponents own oil slick. The principle being that since you dropped it, you should avoid it. However, your opponent may guide you to your own mine with a well placed oil slick.



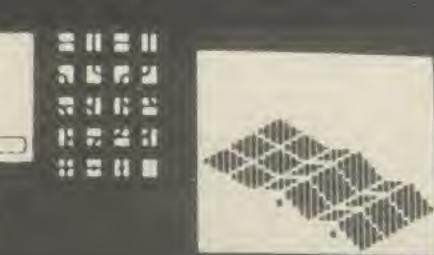
Mines and oil slicks can be used to force your opponent to take a jump too quickly either by a uncontrolled skid into it or having to hurdle a mine set at the bottom of it.

Whatever the tactica used the game will certainly be eventful.

Conclusions

Racing Destruction Set is a computerised slot racing kit with so many variables, cars, tracks, and rules, that it will challenge beginners and experts alike.

A series of joystick controlled menus guide the players through the mamouth task of constructing their game and selecting their track. If they get bored with the 50 prebuilt tracks then they can modify an existing one or build another from scratch. The track editor can be a little tricky to use as obviously each piece of track must fit its neighbours exactly. However, the editor only allows you to see one piece of track at a time and so it can take a while to complete your masterpiece



mp.

When you load the game the race is between to indestructable cars whose aim is to finish the two lap race first.

Changing the race to "destruction" adds armour and weapons to the contest and adjusting the difficulty level will now send extremely destructable cars off the track if they take a bend too quickly.

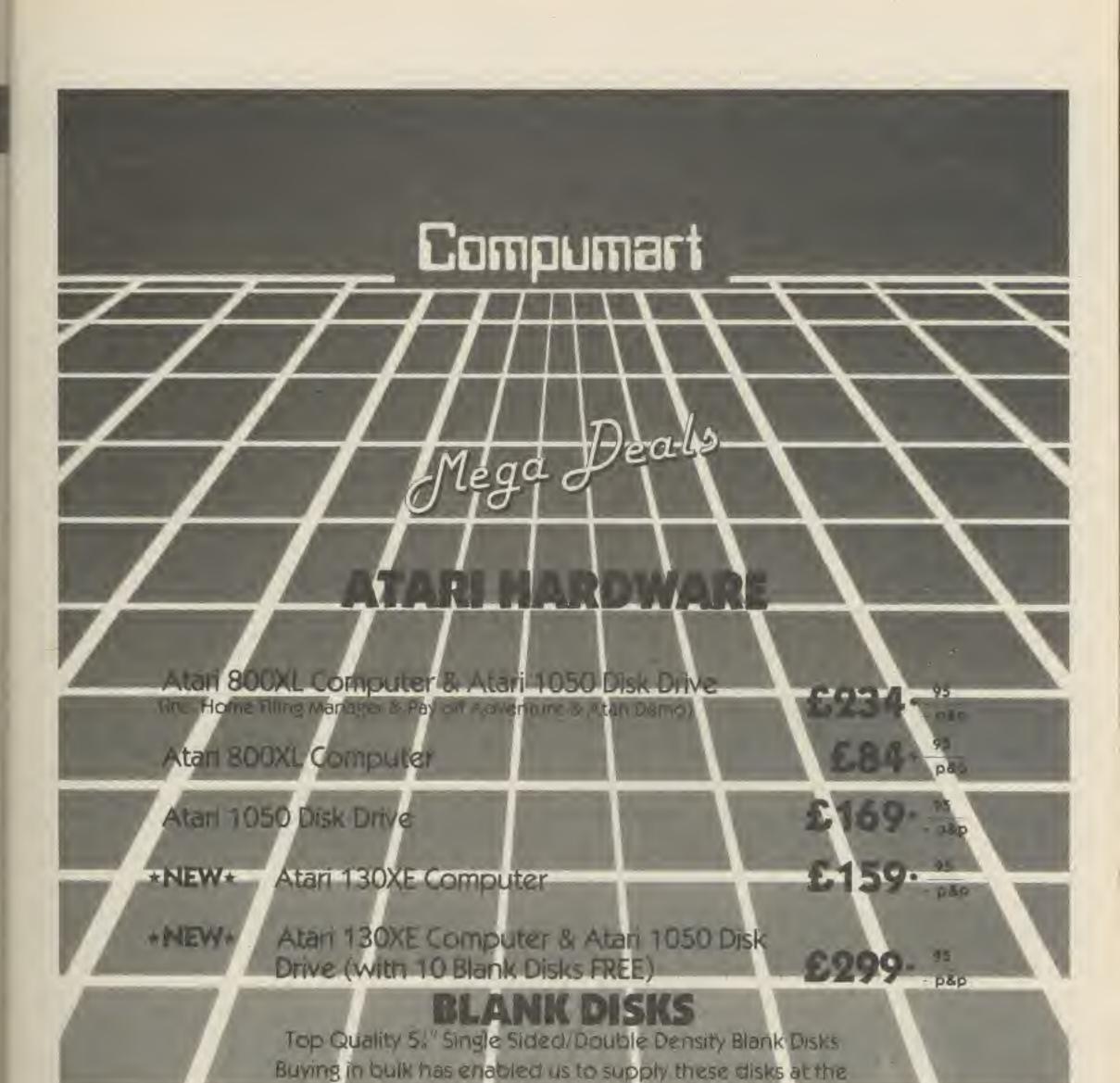
You can also alter the gravity between 14 different settings ranging from the moon which is the

14

The split screen race graphics or functional but not up to the standard of single track games such as Revs and Pitstop. This is more than compensated for by the increase in variety and fun caused by destruc-

tion racing. Racing Destruction Set was written by American Software house, Electronic Arts and is imported into the UK by Ariolasoft. The review is based on the C64 disk version which will cost £14.95. Ariolasoft are planning C64 and Atari versions in the coming months.

Racing Destruction Set has brought a new dimension to car racing games. If it's not the ultimate racing game it's certainly on the right track.



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Gremlin Graphics are so confident that Abu Simbel Profanation will take months to solve that they're offering a monitor to the first Gamer reader who completes the game.

who completes the game. The game, reviewed in this issue of Gamer is set in an ancient temple where our hero Johnny Jones must battle to free himself from the Pharoahs spell, reach the mortury chamber and discover the temples secrets. The temple contains 45 screens that according to Gremlin are the most difficult screens yet to be found in a platform game.

Complete the game and you could, if your the first, add a fantastic Microvitec monitor to your Spectrum.

For twenty runners-up there's the next two Gremlin games as a consolation prize. Super Sleuth is to be released in September and Monty on the Run in October.

How to Enter

When you've completed the game simply fill in the form below and include on it the message that appears at the end of the game.

The first entry, with the correct message, will win the monitor. The next twenty will collect the runners-up prizes of copies of Super Sleuth and Monty on the Run.

According to Gremlin, the game will take month's to complete so the competition will remain open until all the prizes have been Win a Microvitec monitor as Gremlin Graphics throw down the challenge "finish our latest Spectrum game!"



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CODEHAME MAT I

by Derek Brewster

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	Sterrer

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AVAILABLE AT ALL GOOD SOFTWARE RETAILERS AT 28.95 OR SEND A CHEQUE/PO TO DOMARK LTD, FREEPOST, LONDON SW20 8BR OR ORDER BY CREDIT CARD ON 01-947 5624 What's new from Sega? The usual two arcade addicts went to find out, read on for more....

This new game from Sega is called 'Hand On' and is one of the best arcade games ever, It's success was so great in America that the only mechanism had to be modified to take coins of a higher value so that the player doesn't have to keep putting in lower value coins. The game looks like heing the first UK game to be fitted out for \$1 coins. The rate at present is 30p a go or 2 for 50p, so at 25p a play it is competitive with lesser games

The units themselves



COIN-OP

cost around £8200 each to buy, and have been known to take up to £200 a day! So what is the secret of this mcredible machine.

The game is based on motorcycle racing with a sort of super-pole position type display and a view of the track from slightly above and behind that of the bike.

The big feature comes in the control method, the screen and controls are mounted on a huge representation of a racing bike. You have to sit on this bike and control it by lean ing the bike from side to side, there is also a throttle on the right hand grip and a brake on the same side. The screen is just inderneath the place that you would expect the front windshield to be and is in a very confortable position

COMPANY FOR A 1998 BLOCK FOR A STREET FOR A



for looking at. The facts is adorned with a couple of dummy instruments to give the whole thing the right feet

On the whole if ints game is out in time for the summer rush it should be a smash hit.

Another game that I've seen this monthlies Poter Pac-Rat by Atam Thus is a conversion for the hit game Marris Madness. A conversion is a way for the sreade operator to change an old game at low cost All ne has to buy is the solowere conversion and any external cosmole details that the game may have without having to replace the monitor of case

Peter Pac Bat is similar to the ladders and ramps type of game that computer users have been used to ever since Miner 2049er The graphics are very good and although it doesn't have the same impact as many other games it does sort of grow on you Booels Manor is another

Boogie Manor is another L&F type game although in is more remeniscent of Ges



sie Great than anvehing else Great graphics and etcellent animation niske the game exciting to play Lastin Eventables is a game that is somilar to sti

Lastly Dividable is a game that is similar to this these BMX games that have been eropping up recently. You have a motor tike and a number of opponents and a series of 9 tracks and qualifiers. The tracks are challenging, the controls simple, and the opponents very good.

Each track has a different thems for its background and the very detailed graphics

detailed graphics That's all for this month, diants again to all at Defin Leisurs and apologies to **Gary Newman** whose hame Lepelt wrong a couple of months age!

Mike Roberts Steve Phipps



Johnny Jones, modern day hero and explorer extraordinaire, has finally discovered the lost Temple of Abu Simbel, built by the great Pharaoh Ramses II over 3000 years ago.

In frenzied desperation he enters this secret world and is drawn into a frightening adventure, threatened by the Pharaoh's curse, in constant danger until he can reach the inner mortuary chamber.



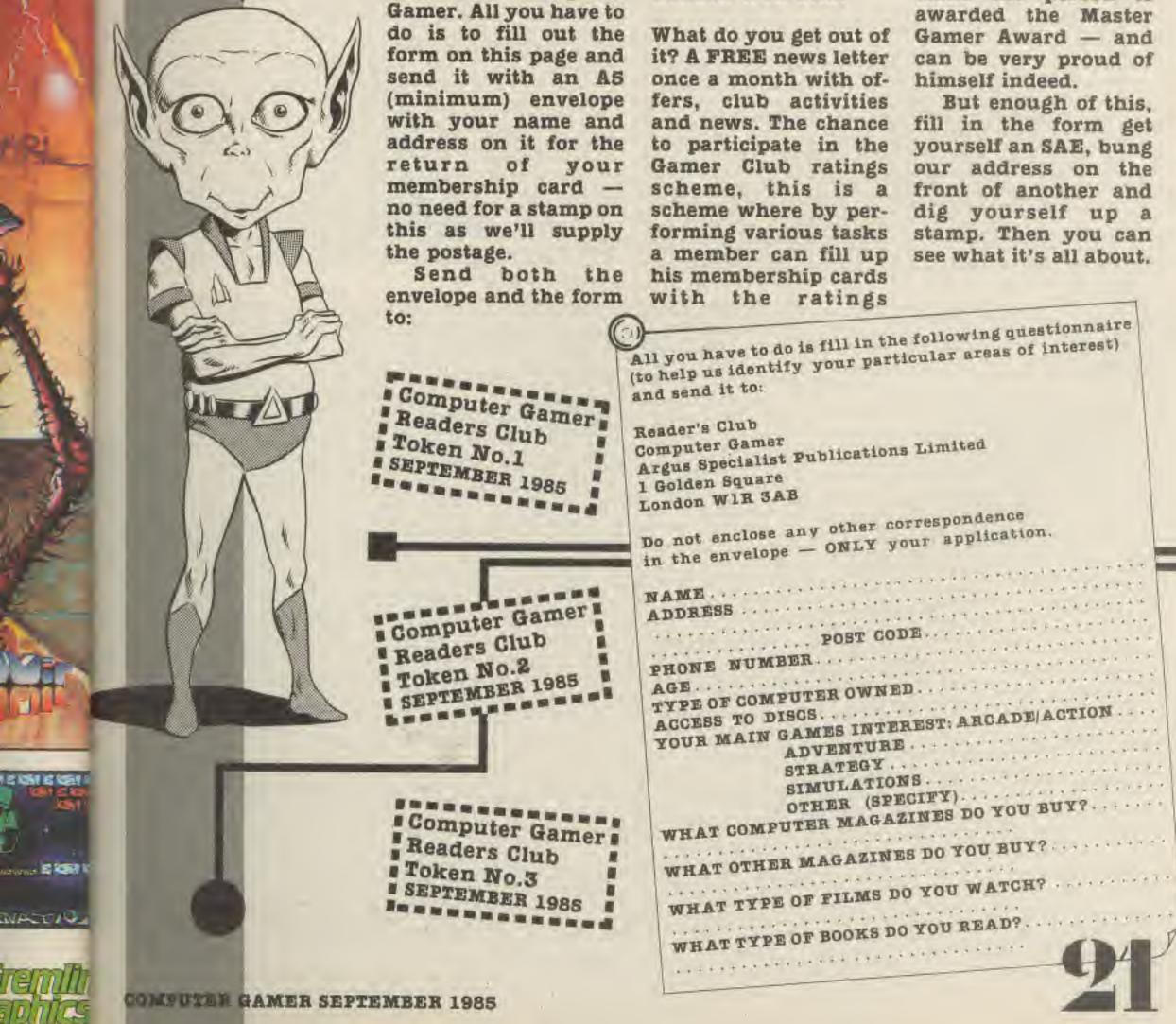


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SPECTRUM 48K £7.95

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

SEPTEMBER 1985



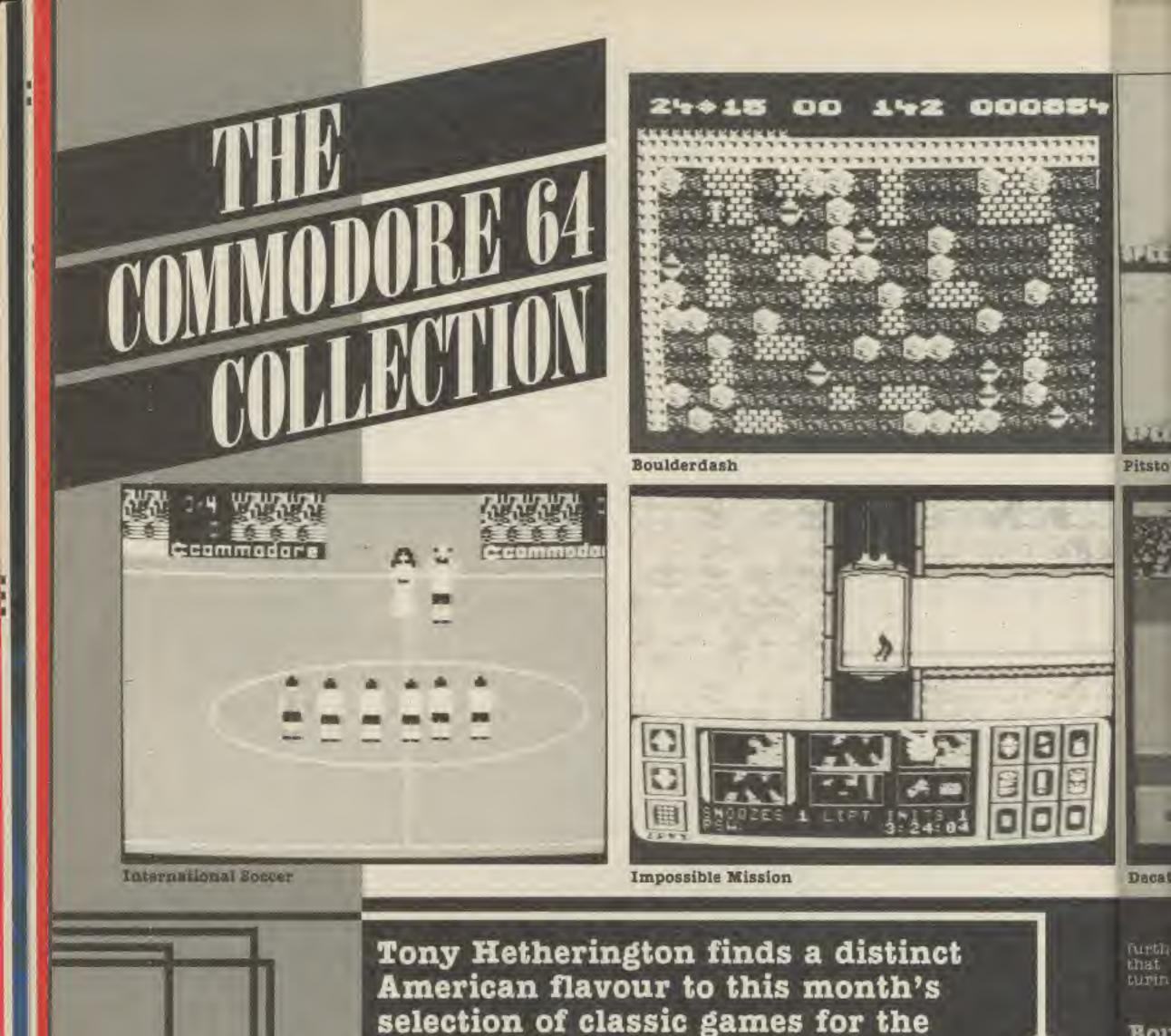
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VA IVK

(rather like Scout/Guide badges). On completion of all tasks the person is awarded the Master Gamer Award - and can be very proud of

But enough of this, fill in the form get yourself an SAE, bung our address on the front of another and dig yourself up a stamp. Then you can see what it's all about.



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In the two years since its UK launch, the C64 has become THE games machine.

Commodore 64.

The success of the 64 has been made easier by the wealth of American software that has accompanied it across the Atlantic. Much of it consists of conversions of existing Atari software but all of it makes the most of the machines sprite graphics and 3 channel sound.

This collection reflects this US bias as it contains only a handful of British software. The American titles have been imported into the UK by US Gold, Ariolasoft and until recently CBS where they have dominated the charts. Consequently the selections below include not only the UK supplier but also the original American software house.

This is so you can highlight consistantly good companies such as Electronic Arts and get their new games as they are imported.

The British contingent is headed by Firebird's Elite conversion and New Generation's Squash.

International Soccer Commodore £9.95

This is probably the best selling 64 game. Over 100,000 have been sold to date, so most of you have probably already got this excellent football simulation. If you haven't, buy it now, It's quite simply the best computer football game.

Zork I Infocom (Commodore UK) £11.95 (Disk)

Infocom are the masters of text adventuring and Zork I is just the first of a classic trilogy of underground adventures. The Infocom expertise extends beyond fantasy and their excellent range includes detective thillers, science fiction adventure and even a game based on the Hitch-hikers guide to the Galaxy.

If you need an excuse to buy a disk drive look no



Decathlon

Archon

further than these games that will keep you adven-turing into the small hours.

Boulderdash First Star (Monolith) £7.95

To defeat the evil Dr Elvin Atombender our hero must somersault killer robots, search everything including the kitchen sink in order to solve fiendish puzzles.

This was the best of the sports games that flourished last year and featured superb animated graphics. The only drawback was the lack of an awards ceremony to reward you for your considerable efforts.

You begin your career clean and harmless and if you successfully avoid Thargoids, the police, other traders and the troublesome trumblies you. may become one of the Elite.

got this simula-'t, buy it mply the football

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com e UK) k)

asters of and Zork a classic rground Infocom beyond excellent detective fiction n a game h-hikers

excuse to look no

Originally imported by Statesoft, Boulderdash was one of the best games of 1984

The efforts of the games hero, Rockford, to collect jewels while avoiding falling boulders and various flying nasties proved to be extremely addictive. Now Monolith have

repackaged the original with its sequel, Rockford's Riot in a bumper package.

Impossible **Mission Epyx** (US Gold) £9.95

Superb animation and breathtaking sound and speech combine in the best ever platform game.

Pitstop II Epyx (US Gold) £9.95

A split screen all action racing game in which you compete head-on with both human and computer opponents.

Nine different grand prix circuits test your skill. However driving skill isn't enough as to win you will also need a good pitstop team.

Decathlon Activision £9.95

Ten gruelling events that simulate the Olympic decathlon push you and your joystick to the limit.

Spy vs Spy First Star (Beyond) £9.95

Based on the MAD cartoon strip, the battle between the black and white spys made a tascinating contest and a superb game.

Either 1 or 2 players fought for the secret plans hidden in an embassy. Either with clubs or with a variety of ingenious traps including bombs, springs and buckets of water

Elite Firebird £9.95

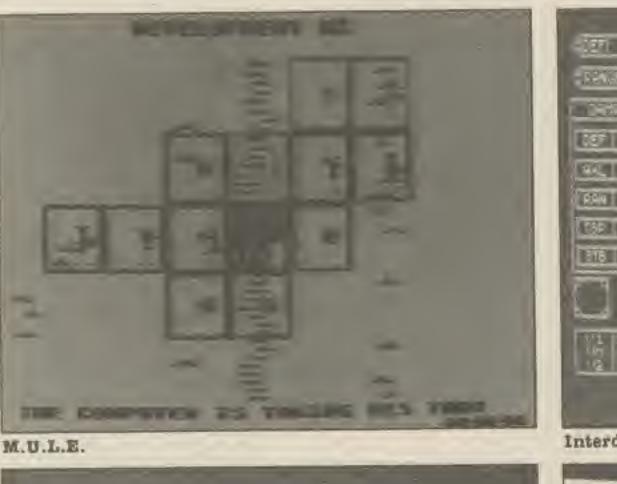
A conversion of the original Acornsoft game in which you must trade, kill and pirate your way through the galaxy

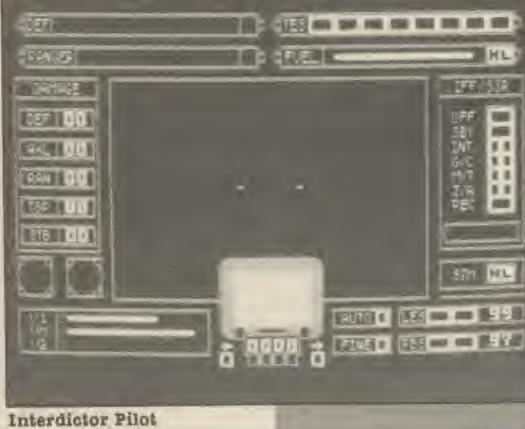
Archon **Electronic Arts** (Ariolasoft) £11.95

A fascinating strategy game based on chess in which Banshees. knights. Unicorns and Wizards battle for every square. Each piece has its own

strengths and abilities which are put to the test on the games combat screen.













Dropzone

M.U.L.E. **Electronic** Arts (Ariolasoft) £11.95

An electronic version of Space Monopoly in which tour different races trade and deceive each other to become the First Founder of the colony. Unfortunately you can't destroy your opponents too much or the colony will fail and everyone will lose.

ing sound and swarming aliens will keep you blasting into the night.

Squash New **Generation £7.95**

A superb simulation of A space flight simulation in

Blue Max

complete this excellent simulation. A must for pinball wizards.

Interdictor Pilot Supersoft £17.95

Dropzone Arena **Graphics** (US Gold) £9.95

Jetpac meets Defender in this excellent shoot em up. Amazing graphics, stunnSquash that is easier on the heart than the original sport.

Endorsed by Jonah Barrington one or two players can compete at four different speeds with Jonah's digitised voice keeping the score.

which you must fly sorties against the Jahdra Gallan Alliance

Your craft, a federation Interdictor MK III, is faster than most but when your outnumbered, speed isn't everything.

David's Midnight Magic Broderbund (Ariolasoft) \$11.95

A ridiculously addictive pinball game in which you must flip, bump and tilt your way to an even higher SCOP6.

Extra balls, bonuses and even multiple ball play

Blue Max Synapse (US Gold) £9.95

As the infamous Max Chatsworth you must fly dangerous missions behind enemy lines in this WW I action flying game.

Straife and bomb the German's tanks, ships, airfields and installations to increase your performance rating from ''runway sweeper' to ''flying ace''.

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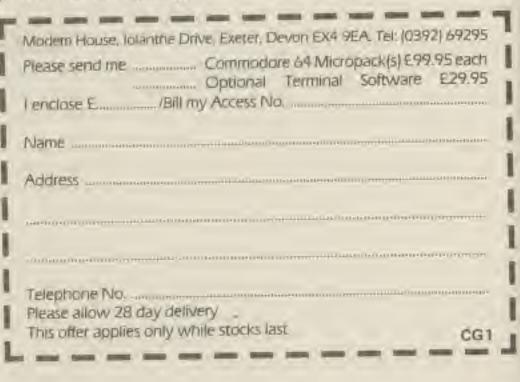
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CAME

Your winning ways have been coming in thick and fast this month. We kick off this issue with a megahint from O.C. Severn on Gribbly's Day Out:

Gribbly's Day Out is where you play the part of Gribbly Grobbly, the one footed Blabgorin. It's his job to look after the young Blabgorians (Gribblets), gathering them to the safe cave for the night.

The game is located in 16 scenes of play, each very different from another. The first thing you need to learn to do is levitate. This may sound obvious but it is only once you have mastered this that you can set about completing the scenes and eventually the game (perhaps!).

Having got the hang of levitating learn where all the islands are so that it is safe to fly at full speed to avoid Seon after the web is de-activated.

Always set the real time clock. It's easy to look at during play, otherwise you may not notice how long you've been playing and miss your favourite TV programme, last orders or that date with Bo Derek/Richard Gere.

If you have a black and white TV/monitor use things invisible. Also, unless you have a very good TV (or a monitor) some of the colours are very indistinct and it is a good idea is always play in black and white mode.

In the instructions for my copy of the game no mention is made of pause mode or the quite option. To pause press run/stop, restart by pressing fire or run/stop again. If you use fire make sure that nothing embarassing will happen (bubbling Seon, closing a web section in your path, dropping a Gribblet etc.). In pause mode the animation continues which is rather disconcerting, this can be stopped by pressing F7 (note the cheese in the message area). If this feature was added to enable photos to be taken then why isn't Gribbly Grobbly giving a "broad beam of ap-proval?" Anyway getting back to quit, in pause mode press home/clr to return to the first title screen.

Only put Gribblets back when there is nothing better to do, or if you are low in Psi (1-2 towers). This psi without needing to visit the bank.

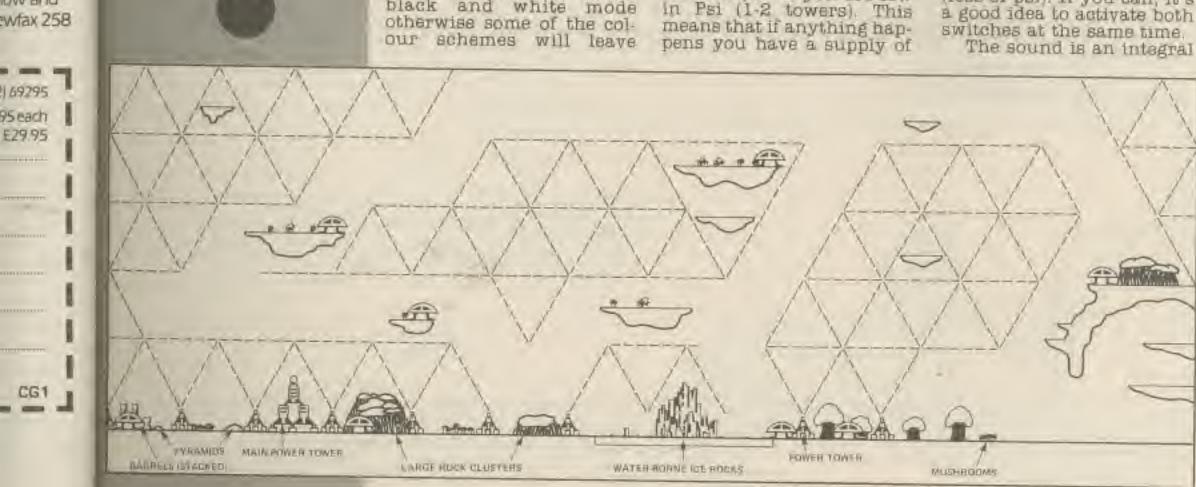
The object of the game is to return eight Gribblets to the safe caves on 16 different parts of Blabgor. It has nothing to do with time or points, they are just additions to the game. There should be no limit to the number of points you can get by repeating a scene and this will increase the length of game. If you're looking for something different try completing the first scene as fast as possible, anything below three minutes is good (my best is 2.11, though I don't know how!)

If you get good enough to complete a scene transfering psi to the bank, only save five (or less) Gribblets until you build up a good deposit, this will soon go on the later scenes.

Don't bother to close all the web sections you open, the effect on Seon's wanderings is minimal, and the loss of 10 points isn't worth the lost time and probably headache (loss of psi). If you can, it's

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part of the game so don't turn it off. Also, listen for danger as well as look out for it. Where there is a large open area, (safe place for Gribblets to land), in the bottom right corner don't worry about preventing stompers from capturing inverted Gribblets. The resulting winged creatures (flappers) are easily and safely dealt with for lots of points. Really good screens. for doing this are "Hide the Gribblets in the Cave" 'Aerial Lakelands' and "Gribblets in Peril"

The first scene ('Hide the Gribblets in the Cave'') is a nice friendly start to the game, all the Gribblets are in accessible areas and it is only necessary to deactivate one section of web to complete the scene. This makes it sound easy but once you get the hang of it, it is (yes honestly).

If you rescue all eight Gribblets on the first scene you should find the next scene is "The Infinite Waterfalls", here it is necessary to recover as many vulnerable Gribblets (ones which might get caught by flappers) as possible. This is because it is very difficult to bubble the flappers to recover a Gribblet without murdering it.

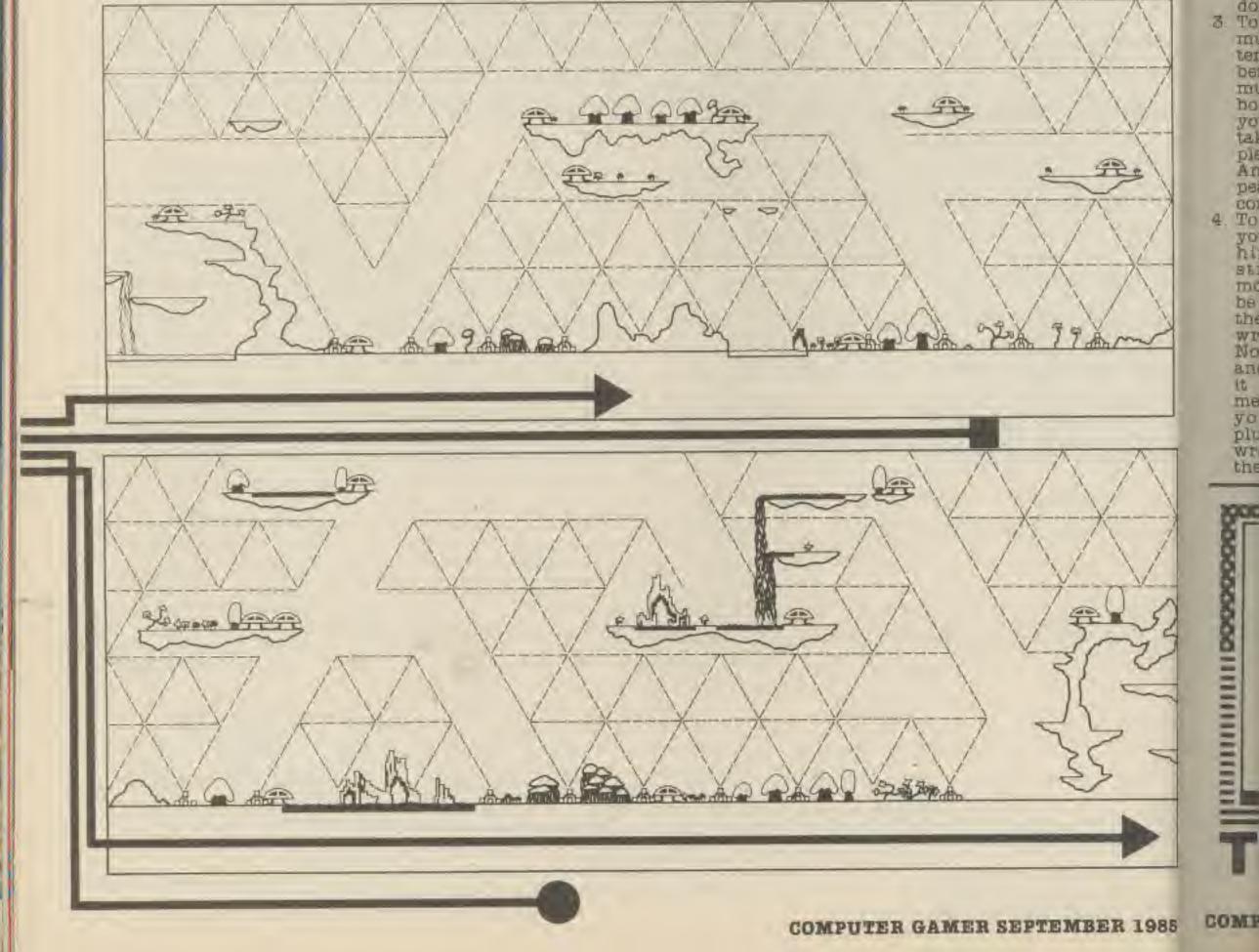
Rescuing only seven Gribblets will probably leave you searching in "The Flooded Cavern". With this scene the temptation is to bounce across the large central island near the top, but I prefer to open the way through and fly underneath. This route is quicker and safer as frequently Seon is in the way across the top.

"Aerial lakelands" is the scene selected if two Gribblets are lost on "Hide...." Again there is a temptation to do a lot of bouncing but this is like committing suicide as it is so slow. Bounce out of the cave and then fly up. anywhere within the top 2 or 3 rows is a good place to go left. This is a fast route to the left hand side where most of the Gribblets are frollicking. Make sure you get the Gribblet at the top left as soon as possible because if he (she?) is flipped by a topsy when to the left of the lake Gribbly cannot rescue him unless he is captured by a flapper.

Finishing any of these scenes leaves you in danger of meeting "Wot, no Ground?". DON'T let Grib-bly drop, there's nowhere for him to land! Sorry if this advice is too late, I still get caught out by it sometimes. There is very little advice available for this scene except learn where all the Gribblets are (a good point to remember for all the scenes), and use the mid-bounce take off to get into the web above the large island on the right (it should have three Gribblets

on it). This not only enables you to rescue the Gribblet on the island beneath (there's no other way), but provides a shorter route back to the cave.

The last scene I'll offer you any help with is "The Elevated Forests'. After completing all these scenes you should have a good idea of how to play the game; a lot of this is personal perference anyway. There are two questions which need answering to complete this scene: where is that last Gribblet and now do I open that section of web? Taking them in order, the last Gribblet is, probably, left from the safe cave. This gap looks impossible but with practice it can be done. One more thing to remember is don't approach it too slowly, the program will notice your lack of confidence and rattle you in the jaws of the cave. Secondly, one of the hardest sections of web to open (wait till you see "Gribbly's Bane (It's a tough one)"!) is up and left from the safe cave, not that



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Gribbly is allowed to get wet to activate the switch. This enables you to get to the three Gribblets to left of this section of web.

With this advice and a good joystick you should be able to spend many happy hours bouncing and bubbling before seeing the sixteenth scene (and even more before completing it!).

Everyone's a Wally

Stephen Horn 01 Humberside has compiled this list of problem solutions for 'Everyone's a Wally' from Mikro-Gen:

- 1. Don't go into the zoo unless you have the monkey nuts, if you don't then you will end up running for your life. chased by a homicidal dolphin! I thought dolphins were supposed to be friendly!
- 2. Make sure you have the gasmask before you enter the cave. I've been in there but I can't get out because of another dolphin,
- 3. To get the letter B you must be Wilma. The letter H is in the library but before you can get it you must return the library books, in order! When you have the letter B take it to the bank and place it in the safe. Another letter B will appear in the top left-hand corner of the bank.
- 4. To mend the fountain you must be Dick. Take him to the baker's straight away. The monkey nuts should still be there, take these to the zoo and take the wrench in exchange. Now go to the post office and take the plunger. If it isn't there then someone's taken it. When

square and go right to the top. The water should start to flow.

5. To build the wall you must be Wally and the fountain must be required. Get the bucket and sand (which is in the park) and fill the bucket at the fountain. Go to the cement mixer in Pete Street and take the cement. Now find the trowel and take the cement and the trowl to Wall Street. Walk past the wall and it is built.

- 6. Mending the fuse wire to the fuse and it is fixed!
- 7. To mend the electricity pylon you must be Harry. First of all you must play 'Asteroids' in the 'phone booth until as short jingle is played. Now get the good in-sulator, Wilma usually has it. Now get the screwdriver from the station and go to School Lane. The sparks will go everywhere but then, you're a wally aren't you? Jump up to the top and replace the cracked insulator with the good опе.
- 8. To stamp the parcel you have to be Wilma again. She must get the rubber stamp and the parcel. Take these to the post office and walk to the end. It should now be stamped.
- 9. If the object you're looking for isn't in it's usual place then someone has taken it. To check them you must first find

then follow the person you were until you find a suitable place to drop the object you want. Now quickly change to the person you were and take the object.

 π

That's all I know at the moment except that I think the jump leads and the battery in the garage have something to do with charging up the flat battery. Does anybody know? Also, is there anyone who knows how to get the pound note in the 'Red Lion'? I think I need it to do the shopping.

Harrier Attack

Lastly a quicky from Alistair MacInnes about Harrier Attack from Durell:

On leaving the carrier, skim the water and use your first missile to knock out the patrol boat's missile. Then use the second missile to knock out the patrol boat itself. You should then rise quickly to avoid smashing into the cliff.

You will then find that there are not so many enemy aircraft around to annoy you.

That's all for this month. Watch out in the club magazine for details of the ratings system and especially 'Beta' which is this one.



R 1985



The big problem we've had this month is that a number of people have sent in their scores without stating what the game is! Come on now, we're not psychic - it wouldn't be so bad if you just gave us a clue, but nothing at all? So if Mr R Wylie of North

Shields (score 112,800 on an Atari Computer, but your guess of the game is as good as mine) wants to get into the magazine can he send us some more details please?

Also if you want to get the rating for having a high score achived you must send an S.A.E., this can either be with the entry or

when the high score has been printed (so you don't waste a stamp if your score is not printed). If you send your SAE at a later date, please drop us a note saying what issue you appeared in, or use the form that will be printed in the Club Magazine.

Another thing that has struck me in games such as Knight Lore, these give a percentage rating for how much through the game you have been, however to complete the game you needn't get 100%. So a higher percentage score that has not completed the game will not beat a lower percentage score that has.

Indeed, the lower a percentage score is for a finished game the higher the understanding of the game the player must have (they don't need to go to places that are unnecessary) so perhaps the lower a percentile score is the higher it should be considered.

As always, good luck and send to:

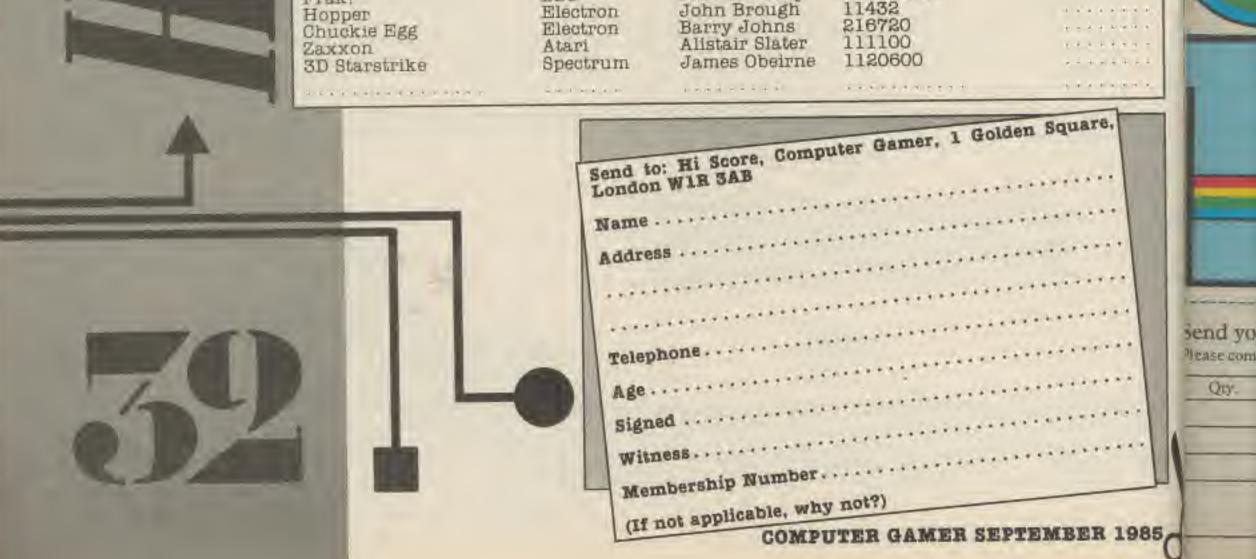
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Mike Roberts Hi Scores **Computer** Gamer Argus Specialist Publications 1 Golden Square London W1R 3AB

Game	System	Scorer	Score	Your Score
Spanner	BBC	R Brown	145000	********
Snapper Chuckie Egg	Spectrum	William Lacey	2170710	
	Spectrum	A Parkinson	96%	
Knight Lore	C64	Stuart Pimblett	181786	
Decathlon (Ocean)	Spectrum	Ian Pinder	487015	
Decathlon (Ocean)	Amstrad	Sean Brady	113600	
Decathlon (Ocean)	Amstrad	Simon Green	47500	
Confusion	Atari	Mike Roberts	108950	
Pole Position		Graham Divine	63560	
Pole Position	Spectrum	Graham Divine	59950	
Pole Position	Amstrad	David Edwards	120830	
Pole Position	064		106650	****
Pole Position	BBC	Alex Roy	108932	
HERO	C64	Frode Mong	199900	
Raid on Bungling Bay	064	Gary Cox	13437772Cr(Elite)	
Elite	BBC	D Codrington		
David's Midnight Magic	C64	Gordon Hamlett		
Ghostbusters	C64	P Harkins	\$999900	Did Fantes
Cyclone	Spectrum	A Parkinson	62020	
Seaside Special	C64	S Payne	1470500	*******
Bruce Lee	Spectrum	Jeremy Glyde	459550	* * * * * * * *
Dropzone	Atari	Steve Phipps	68230	
Donkey Kong	Atari	Stuart Moore	75100	a. 1. 1. 1. 1. 1. 1. 1. 1.
Spy Hunter	Spectrum	Ian Whittaker	188410	2 + + + + + + + + + + + + + + + +
Jet Pac	Spectrum	Chris West	1231670	
Pitfall II	C64	Phil Goodridge	155328	2.0000.000
Decathlon (Activision)	C64	Phil Goodridge	11784	9. 10 A 17 1 A 10 A
Raid Over Moscow	C64	P Ford	172800	
BC's Quest for Tyres	C64	David Jolley	8455	1.414.4.4.4.4.4
Staff of Karnath	C64	Kevin Mundow	7.22	n n + + + + + + +
Defender	Atari	Claran King	2746800	
Impossible Mission	C64	David Edwards	29883	
Past	Spectrum	Sean Spencer	120840	
	C64	K Barber	93%	
Pajamarama	Atari	D Stephens	89750	
QBert Chorts	Spectrum	Malk Makin	89910	
Moon Cresta	C64	Mike Roberts	138750	
Spelunker		Graham Divine	88% (5 planets)	
Xcel	Spectrum	Paul O'Malley	15007810	
Zalaga	BBC	Paul O'Malley	20000200	
Frak!	BBC	John Brough	11432	
Hopper	Electron	Barry Johns	216720	
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BBC Model B NDEO'S REVENCE In a race against time pilot your Federation fighter, the POWER BLASTER, increasing increasing manages of intergalactic against the invading waves of intergalactic aliens. Their space fighters may be awesome but you've a few surprises in your armoury that'll wipe them from living memory and a space scanner that gives a split second start.

Commodore 64 VORTRON The aliens are coming!!! The end is near!!! Wave after wave of invasion fleets descending upon your planet Vortron. Step forward to the challenge you space-age gunfighters here's a 'shoor'em up' extravaganza to put pain in your trigger finger.

> Amstrad Spectrum 48K A frantic journey in search of SUPER SAM the elusive Boris. A spine chilling encounter with the 'orrible nasties from another age

entombed in a castle of another era. But first you must piece together the hidden cage and captured as you are in this cerie fortress your priority must be to plan your escape.

Commodore 64 Alone you're left to defend your mother city. From your trackfleet attack pod use the 'hover power'

at any altitude or 'Linear power' along the mono-rail and annihilate the enemy before they destroy your rail and obliterate your city. If all else tails break out the ultimate weapon - The Track Bomb! A must for all who enjoy a good blast.

Electron SHUFFLE Hours of fun for kids of all ages (the grown up kind too!). Beat the clock and rearrange the muddle to its perfect formation. 8 individual puzzles to test your powers of logic and speed of thought

> Spectrum 48K Relive the excitement of one of the CONVOY greatest dramas in the history of man. Take control of the greatest naval As Commander in Chief of either the encounter of all time. British or German navies during World War II, plan the strategies of your fleet with absolute realism and frightening consequence.

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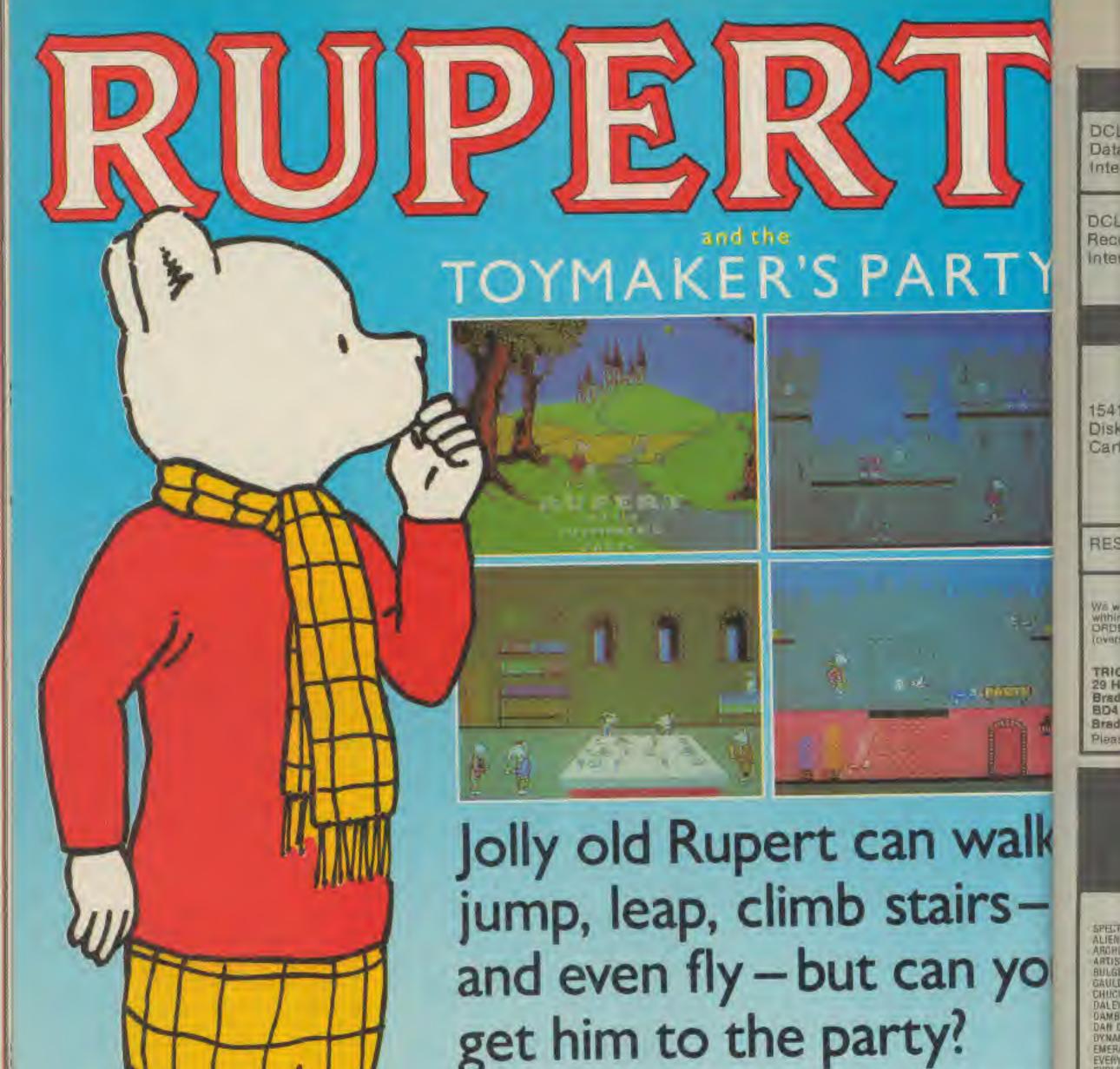
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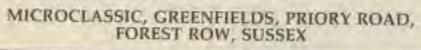
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Computer Gamer September 1985





Compumart have just launched a computer pack for £299.95 that includes the new Atari 130XE computer, along with a 1050 disk drive and a box of 10 blank disks.

Although this represents excellent value, you can go one better by winning one free by entering our easy to enter competition.

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35 COMPUTER GAMER SEPTEMBER 1985

1985

Jane Naylor presents her selection of this month's games books.

> Title: Author: Price: Publisher:

BE

Brainteasers Genevieve Ludinski £5.95 Phoenix Publishing Associates

BRAIN

FOR THE AMSTRAD

PROGRAMS TO PUZZLE AND LAND

This book is the latest in the popular series of books Brainteaser published by Phoenix for a variety of different micros, and it makes a very welcome change from the usual run-of-the mill program book full of shoot 'em down games. What you get here is a good collection interesting and of challenging brainteasers of varying difficulty, that will let you pit your wits against your computer. There are nearly thirty puzzles here, and as several of them contain a number of puzzles within themselves you actually get very good value for money. The first one, Hexagon Puzzle for example, contains eleven puzzles. The collection is a varied one. You will recognise several old favourites here, such as "A-Mazeing", "Odd One Out" and "Word Search", while you will also meet a lot of

interesting new ideas. Some of these, such as the "Francis Drake Adventure Game" and "Don't paint the Cat' (1) are really very original and should provide lots of fun. Those who are good at maths needn't think that they are going to walk away with all the prizes, because the programs also include logic tests, memory exercises and observation challenges - all cunningly disguised in scenarios such as a Wild West saloon bar, the landing of a flying saucer or the scene of a bloody murder. They range in difficulty from the very simple, which are suitable for quite young children, to some quite ambitious ones, which would easily flex an adult's brain muscles. In addition, there are some useful hints that the author has provided with each program, as she shows you how to make it harder if you want to and

provides some handy advice and tips about the routines she has used. Children will enjoy these games for their fun value and adults will like them because they also have an educational element.

The book is well laid out and has a screen shot of each puzzle accompanying the listings so that you know what to expect as a result of your laborious keying-in. The dot matrix printout is clear and has not been reduced in size as some other books do, so it is nice and easy to read. You should find these programs a doddle to key in, as most are only two or three pages long and the instructions are very lucid. The only quibble I would make is that one or two typos have crept in from time to time, which could have been avoided. This book should appeal to many people. It is one of the better games books on the market - well produced and containing some very good programs. If you want something that's a bit different and more original than most books this one should keep you and your family cudgelling their brains right through the holidays.

L P P

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Title:

Author: Price: Publisher: How to write Amstrad CPC 464 games programs W. Simister £2.50 Bernard Babani (publishing) Ltd.

If you have had an Amstrad for a few months and are looking for some ideas on creative programming now that you have taken your first tentative steps in BASIC, you might find How to write Amstrad CPC 464 games programs worth looking at.

The author aims to teach beginners some of the fundamental tricks and routines of games programming, while at the same time demonstrating them practically in a few selected programs throughout the book. It is a nice idea and it works well. There is one major limitation however: only a limited area of games is discussed, board and card games. So if you were hoping for hints on shooting down aliens or creating limitless scenarios for adventure games, this is not the book for you and to this extent I feel the title is somewhat misleading. There is certainly nothing wrong with board games in themselves, but the fact that the book concentrates on this should be made more obvious to the buyer.

Within this area the subject is covered very well. You are shown how to write a game of Patience, draughts, reversi, Go, chess and a few other wellknown favourites. The routines are carefully explained and demonstrated so you should then be able to go on and create your own variations, having mastered such intricacies as creating UDGs, LOCATEing text on the screen at certain positions, selecting colours and simulating the throwing of a dice.

Seven games programs are included in the book, each of a reasonable length for typing in, so you get pretty good value for money packed into these 134 pages.

One aspect which I feel could have been improved upon - though no doubt it would have increased the price — is the presentation. Some of the routines are complicated to explain and understand initially and the very densely packed text in this small book does not help. Single program. lines would have been better picked out of the text so they could be clearly seen for typing in, and a few subheadings would have broken up the chapters a bit, especially where several different points are covered. I also feel that it would have been useful to include some screen shots to illustrate the effect that is being explained.

Overall this is a useful read for Amstrad owners and will be particularly interesting to board and card game enthusiasts. It introduces some elementary programming concepts in a lively and readable way, while at the same time providing many useful skelton routines and some full blown programs.



BOOKS

Title: Author: Price: Publisher: Games for your MSX computer Graham Carter £2.99 Virgin Books

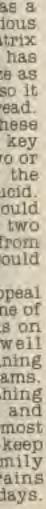
There are still only a few games books around for the MSX range compared to the number available for owners of many other micros, and of those that do exist too few could be classed as really good.

Unfortunately, this book from Virgin does nothing to change the status quo. It is a collection of 23 games in the standard format of a very brief introduction to each game, followed simply by the listing and some pretty pictures.

The games themselves are a heary old collection that almost everyone must have seen before by now, such as Hangman, Calendar, Nim, Noughts and Crosses and so on. There are a few graphics programs which play about with the MSX graphics capabilities a bit, but on the whole this is a very tired selection. On the plus side, the book is nicely produced, with clear listings, an attractive layout and some appealing illustrations. However, some screen shots would have been more useful than the pretty sketches which are purely decorative, and some more original games would have been better still. It is a pity that the publishers did not. put as much thought into the content as they did into the wrapping. The amount of padding here is quite shameless; out of 124 pages the programs take up only 73 and that is including plenty 10

illustrations. The rest of the book is taken up with a five page section on how to write better programs (which could actually have been fuller and more useful); a 14 page glossary, and a bibliography describing a seemingly random selection of books that have little connection with either MSX or games programming for example. Apple II BASIC!). It's a pity that not more of the space was used to supply hints on aspects such as varying or improving the games, or explaining useful routines and how they work.

The listings are short and simple - on average between one and three



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pages — so they would be suitable for a complete beginner to key in without too many problems, and the instructions, although bare, are adequate.

If you have just bought an MSX machine, are a complete beginner and just want to make your micro do something, then you might feel this book was worth its £2.99. But there are better buys around and I would advise you to spend your money more wisely.



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Mike Roberts tells you everything you've ever wanted to know about galactic trading, but were afraid to ask

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more and better equipment.

Elite has been called the program of the century, indeed, if not the program of the century, then it has had at least the most impact of any computer game up to the present time.

Front View

Indeed the whole concept of the game was so large that it was probably that small detail that prevented it being done before, that and the phenominal speed that the BBC Micro was capable of processing al.

The lucky ones amongst us with Acorns and Commodores have almost cer-

I say perhaps not, because you can also pirate goods off other ships in the area, or mine asteroids, or become a bounty hunler and live by shooting down pirates. But the bottom line is that you can be anything that you can possibly do in any combination, ta whatever the game will let you do - which is more than enough for the most people.

In the Elite universe there are eight galaxies. Travel between these is enabled by buying a galactic hyperspace (very expensive!). Each galaxy has around 250 star systems in

egainst his maker. If you complete them then there is usually a big fat bonus in the form of status, muney. and equipment.

When you trade there are certain items that are regarded as illegal such as slaves, nercohies, and firearms. Running these can produce big profits, or big losses (as in the case of the generally law abiding galaxy two). Be warned though. If you do any of tins, or if you are involved in too much plracy then your legal status starts to change. It starts off as clean, goes through orfender, and ends up as jugative. The problem with having a criminal record such as this is that police ships tend to attack you. Knocking them out does nothing for your reputstion with the forces of law and order though. Your record changes though when you eject or when you go far enough or long enough away for them not to recognise you ..

The Hardware

Equipment available for the ship is varied, though sometimes only some of it is available as that planet doesn't have the necessarily high technology to produce it. Also the BBC and Electron taps versions of the game don'l have certain items of equipment available to the spacefarer. these are indicated by an asterisk (*). Weaponry consists of a. missue rack, initially with three missiles but capable of holding four. They cost 30cr each and are not really commercially viable for the serious bounty hunter as

tainly got a copy of the game. The market penetration of it was exceedingly high reaching as many as half of all Acorn computer users and looks set to do the same on the Commodore 64. Soon there will be a version for Spectrum. Amstrad, Einstein and MBX Computers.

Starting Off

Broadly speaking Elite is a arading simulation game with full three dimensional "eal-time combat. The alm of the game is to travel between planets (or perhaps nol. . -)buying (or perhaps not. ...) various Loods and materials, and selling them at a different planet for a higher price. Doing thus earns money with which you can buy

it, and each star system has a single planet orbiting it.

The second aim of the game (apart from earning as much money as possible) is to get status up to the rank of Elits You start off as 'Harmless', and pro-grees through Mostly Harmless to Foor, Average, Competent, Dangerous. Deadly, and finally the ultimate achievement -Elite.

It is very difficult to become Elite and generally takes many months of con-tinued play. Your rating is raised by shooting down enemy spacecraft. It can also be raised by completing a mission. Missions are offered to you occasionally by the space navy. Such as destroying a valuable prototype of spaceship that has been stolen and is being used

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you cannot expect to get more than 18cr - 20cr for a kill. Not enough to cover the cost of the ammo, but as they are homing, they have a lot of use when the odds start to get bad, or it you are having trouble against a large number of foes and you want to wipe them all out at a reasonable cost rather than using an energy bomb at 900cr, very uneconomic, though you can wipe out 15 shipe at a time with one.

Lasers come next and are available in three offen-

The fourth type of laser is the mining laser. This offensive some has capability, but only if your target is kind enough to stay still for a few minutes!

Front View

FUEL SCOOPS ON

Mining lasers (*) are designed to be used against asteroids. They fire very slowly and cause the rock to crumble rather than explode, you can then collect one ton of minerals with a fuel scoop if fitted. Destroying an asteroid by any means results a reward of 0.5cr for clearing the space lanes.

Though you have to have the original purchase price.

CLITE

Having a gun on the year really has no use at all unless it is for mining (see above), however when you buy the gun you get the sighting system. With this you can aim missiles backwards - very useful to discourage enemies tailing you.

The most useful items to gel, when trading, however, are extra energy units, and an extra cargo bay. The extra bay ensures that you always are running at full capacity, once you have a few thousand and you are buying goods with a 30% mark-up and 20cr - 30cr profit then you want to carry as much as is possible per trip.

zapped have could whatever enemy was attacking you. Also the energy bomb at a more affordable 900cr performs a similar function (ie. not getting you killed) and you score the other ships, ie. they count towards your pating - though not as highly as if yoy shot them all down. The escape pod comes complete with an insurance policy to cover the cost of a new ship. However, it doesn't cover the cost of the cargo, so you've lost that.

ECM units are necessary for serious plracy as so

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sive sizes and one civilian type. The offensive lasers are pulse (what the ship is initially equipped with), beam (much better but not a patch on. ..), military (*) (which zap everything in a matter of moments). The three types of laser differ in their pricing, their firing rate, and their energy usage, Often I have found myself blowing up, because over-usage of my militarys used up all my energy and my shields disappeared.



Lasers can be mounted al the front (default), cack, left, or right. Never put them on the sides. They are impossible to sight, and you will run into a planet by the time that you have sighted them up

On the front you want beams or militarys if you can watch your energy gauge. On the rear you want mining lasers if you want to do some mining as a side line, (don't, there are much better ways to make more money), if mining lasers are on the rear you can line up with an asteroid so that it is on a collision course with you, then hop up over it and zap it with your rear guns. You can then loop around to pick it

When you replace a laser When you replace a laser it is also worth noting that there is an automatic 'part exchange' on your old gun.

Extra energy units allow your shields to build back up again quickly, this helps in the midst of battle, and allows you to last longer under fire

For mining, piracy, and economics you need a fuel scoop. The titles of this piece of equipment is rather misleading, not only can you replenish you dwindled fuel supply from the nearest sun (*) but you can also pick up pirated cargo and bits from a mined asteroid. A high. priority plece of equipment. for serious zapping

Escape capsules are a bit unnecessary in my books, in the time it takes you to hit the elect bulton you

many of the bigger freighters have a lot of missiles to fire at you.

Finally there is the docking computer, definitely a must if you are a bit wobbly at docking. Can also be us ed as a compass to find out where the planet is when you are a long way away (like behind the sun) (*) It is a shame that the Acorn tape versions are not as good, is. you press 'C' and you just appear in the space station, with the disk versions you are actually flown there - although they do get you to the space station.

Also there is the galactic hyperspace, this will cap you from one galaxy to the next, and will then burn out, very expensive job to fix, that is John burned out galactic hyperspace like that would set you pad a stthe ve afms a not i you s, ie. your as them nod 1 л 1Dir the hip. cover. 0, 80 SSELY

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back around 5000er - and blown up due that's before labour. of shields!

ELITE

Front View

Combat

There is very little to say about combat in the early stages of the game, just shoot at everything that moves, or looks like it may move. If you shoot them in the tailpilpes they are much more likely to go up faster.

On later levels when you

blown up due to your lack of shields!

Trading for the novice import/exporter

When you start off your life in Elite you must remember that you are one of the worst armed ships in the universe. Pulse lasers will only knock out a target after a long drawn out battle with a single ship. So you must lay off the piracy and smuggling for the moment. Bounty hunting is OK as long as you have got a good clear shot at the jet pipes of the enemy ships and you are quite close Even pulse lasers will knock out a target within a seasonable amount of time if you are close and hit the jet pipes. All types of guns are more effective at shorter ranges, and hitting the jet pipes makes them explode faster. To start with with you will be trading in very mundanc things making very little money as even a 50% profit is only 50cr at this stage in the game due to the small amount of capital that you have to start with.

Your main aim at this poinmt is to find a milk run. That is two planets within range of each other that will pay through the nose for a product in large quantity on the other. Two such planets as these are Arexe and Reesdice. One is a rich industrial planet and the other is a rich agricultural planet. You can buy computers from the industrial at 60er and sell them for 100er - a profit of 40cr a ton, with a large cargo bay (essential) you can carry 35 tons of the stuff and make a profit in real terms of 1400er on a one way trip assuming no trouble on route and refuelling in the sun. The way back is good to you, you can buy booze at 20cr a ton from the agro planet and flog is to the industrialists at 35cr a ton making a more modest though not to be sneezed at) 525cr a trip. With this you are making more than 2000er per round trip! More than enough to fully equip your ship. With a fully equipped ship the sky's the limit. Good luck over the next few months - you'll need it!

In DEPTH

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to the burn job to burnrepace t. you find yourself accosted by four or five bandits then it is a good idea to target a missle at the furthest enemy, and then attack the second one. This is because the first one will be too near. If any problems develop then loose off the missile. It will usually have an effect like a local energy bomb due to the close prox unity of the pirates.

During heavy bouts of combat it is worthwhile watching your guns Military lasers are so powerful that nothing can stand in your way, however, to the inexperienced combater who will fire at anything, whether he is going to hit it or not then it is another matter. The military lasers chew so much out of your evergy banks, that before you know it you can be



The map contains the secret of the moon gates.

Clerical Spells

Spell A: Pontori: Cost 0 Points

This allows a player to attempt to dispel undead creatures - ghouls, zom-bies and skeletons. Very useful if it works as it wipes out most of your opponents at a cost of no damage to the party and no magical points.

Spell B: Appar Unem: Cost S Points

Lats you open a chest with no risk of damage from a LTB.D.

Spell C: Sanctu: Cost IO Points

This is a oure light wounds spall. You are prompted for the number of the player you wish to heal.

Spell D: Luminae: Cost 15 Points

A spell which creates a sphere of light round the party. Beware though, it. does not last very long.



The UK version of the excellent ULTIMA III was missing some vital material. Gordon Hamlett fills in the gaps and provides some hints and tips to get you started.

Anyone who has just forked out twenty quid for a copy of Exodus, is probably thinking that they have just bought the most ex-pensive frisbee ever. Not only is the game extremely user-hostile to start off with, but US Gold, in their infinite wisdom, have seen fit to leave out two of the three instruction books. without which it is totally impossible to play the game. But fear not! Gamer is here to the rescue. Here are details of how to get started, how to use magic (and what the spells actually mean) together with a few hints and tips on playing the game itself.

Getting Started

The first thing to notice is that your disk is double sided. Load in side one (the side of the disk without seams) and when the word Exodus appears, press "C" and follow the on-screen instructions to make a copy of side S. This is the only time you will ever use side 2 of your program disk. Label the copy that you have just made "Scenario disk" You can now load in the main program which will in turn prompt you when you have to insert the scenario disk. After loading, leave the scenario disk in the drive as it will be accessed throughout the game. If you are loading in a partially completed game, there are a couple of points to bear in mind. If your party is alive and kicking. It is safe to go straight into the game. If however your last party was killed off. you must select the 'Organise a party" option and disperse your old par-ty You can then dreate your new party and proceed as normal. It is one of the annoying quirks of the game that once a game finishes, you cannot restart but have to recort the disk.

Magic

There are two types of

Spell E: Rec Su: Cost 20 Points

Causes the party to go up a. level in a dungeon eg from level 3 to level 2. Spall F: Bec Du: Cost 25

points As above but go down a

level. Spell G; Lib Rec; Cost 30 Points

This spell causes a random teleporting within a dungeon is does not work on the surface.

Spell H: Alcort: Cost 35 Points

A boon for all those who have been at the wrong end of a Man-O-War, this spell allows a poisoned player to be healed.

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magical spells in Exodus. Clerical spalls are on the whole defensive in nature such as curing wounds whilst wizard spelis tend to be offensive in natura eg Lightning bolt. Note that two character types - the druid and ranger - can use both types of magic. There are sixteen spells of each type, each of which costs a different amount of magical points to cast.

The spells are listed by name on the player reference card but this is not a great deal of use when you don't actually know what the names mean and you go round cashing them willy nilly. You end up with the feeling that you" are helping the enemy more than yourself. So here, exclusively in Gamer, is a list of the spells together with their function.

Spell I: Sequitu: Gost 40 Points

Just the thing to use when you are close to disaster stuck in the bowels of a dungeon, this spell will transport the party to the surface of Bosaria,

Spell J: Sominae: Cost 45 Points

Another light spell but lasting for a much longer WITTIG.

Spell K: Sanctu Mani: Cost 50 Points

Your first miracle - restoring to life a colleague who has just been killed. Spell L: Vieda; Cost 55

Points

This spell causes a map of your surroundings to be displayed Useful for when IGBL.

Spell M: Excuun: Cost 60 Points

This allows you to desiroy one evil being. You must

COMPUTER GAMES SEPTEMBER 1985

however be in direct line of HTO:

Spell N: Surmandum; Cost 65 Points

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The power to attempt a resurrection on a dead colleague. Note that if the spell fails, your colleague's body will be turned into ashes. Spell O: Exkugyb: Cost 70 Points

This spell's name derives from the seven words of anti-creation and when invoked, releases the fury of Truth on the world. Its effect is to cause a mass destruction of svil

Spell P: Anju Sermani: Cost 75 Points

This will restore to life, the ashes of a dead colleague, but it will also cause a permanent reduction of Tive wisdom points.

Wizard Spells

Spell A: Repond: Cost 0 Points

This allows the mage to attempt to dispel goblins, trolls and orcs.

Spell B: Mittar; Cost 5 Points

A spell used frequently in combat situations, mittar lets you cast a lightning bolt in a specified direction. You must be in direct line with your opponent. Spell C: Lorum: Cost 10 Points

Similar to the cleric's luminae spell, lorum produces light for a short suration,

Spell D: Dor Acron: Cost 15 Points

Transports the party down a dungeon level Spell E: Sur Acron: Gost 20

Points Transports the party up a dungeon level.

Spell F: Fulgar: Cost 25 Points.

Hurls a fireball in a specified direction Kills most men and causes great damage to large monsters. Spell G; Dag Acron: Cost 30 Points

This spell will teleport a. party randomly, but only on the Sosarian surface.

Spell H: Mentar: Cost 35 Points

A mind destroying spell whose efficacy depends on your own intelligence.

Spell I: Dag Lorum: Cost 40 Points

A long lasting light spell. Spell J: Fal Divi: Cost 45 Points

This spell allows you access to any of the cleric spalls. It does however have a high fallure rale.

Spell R: Noxum; Cost 50 Points

A multiprouged fireball attack

Spell L: Decorp: Cost 55 Points

This lets you put a deathwish on an enemy in direct line of fire.

Spell M: Althair: Cost 60 Points

A spell which slows time for the whole party allowing it to sneak past an opponent. Compare this with the thiaf's negate time command

Spell N: Dag Menthar: Cost 65 Points

As with the mentar spell but a multipronged attack. Spell O: Necorp: Cost 70 Points

As with the decorp spell but a multipronged attack Spell P: (No Name): Cost 75.

Points

A mass destruction of evil spell.

Remember. There is no that a spell guarantee willwork.



The Street States

Exodus Ultima III was

reviewed in depth in the Snd transmission of

Hints and Tips

Selecting Your Party

The great temptation is to pick four bits and pieces characters is people who can all do a bit of magic. I think this is a mistake and that you need at least one player with full magical powers. The sort of set up I go for is something like a ranger, a paladin, a wigard and A. N. Other. I have never had much success with thieves (I lost an entire party poisoned due to an inefficient thief opening a chest), Because of this, the ranger should have enough magical points (5) to cast the appar unem spell. I use the paladin to cure wounds (wisdom =20+) and the fourth character should also have some clerical ability. The situation is fluid though and you will soon find that some characters seem to work better for you than others.

The Order of the party

Nothing unusual here. Have your two best fighters at the front. The two characters at the back should either be able to use spells such as mittar or be able to use either a bow or a sling. All of these can be fired over any range. NB. You can fire missiles and spells through your colleagues!

ped with a sling or bow as an alternative weapon. The reason for this is that should you have to battle against sea monsters, they cannot come on to land so you can stay your distance and pick them off (apart from them using magic and poison that is).

Buying information

When you are in a pub, you get different tit-bit of information for every multiple of 10 gold pieces that you spend, ie 10, 20, 30 gold pieces, and no, I am not going to save you your hard earned pennies by telling you what the rumours are.

Going up levels

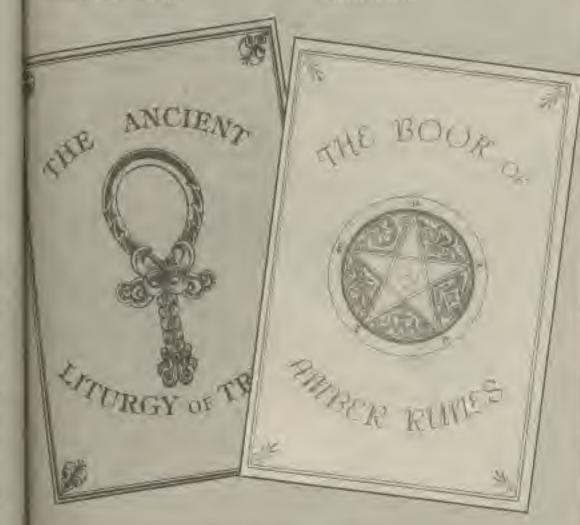
When your character gains 100 experience points, you will notice that your level on screen increases. To gain the benefit of this, go and talk to Lord British

Other Commands

Apart from the examples given in the instruction book, two other commands that the program understands are 'bribe' and 'serve'. There are more.

Buying equipment

There is only one place that I have found so far that sells torches etc and I am not putting down in black and white, where it is. Torches are required for dungeon exploration. Keys are very useful and allow access through any locked door. This has led me so far to a ship, the oracle and a torture chamber Finally, should you wish to pause a game in the middle of it eg. to answer the telephone, try using any command that requires a further input, 1 use Z (for status) in non-combat situations, and an "aimed" spell in the middle of a bat-LIG:



The missing spell books.

Combat

Cast any spells or fire missiles whilst the enemy are still some distance away. Always try a repond or pontori spell against suitable opponents. When advancing to meet an opponent, be careful when there is only one square of terrain between you and him.

Don't use your turn to move to meet him, as this gives him a free hit at you. Let him come to you. Organise your party so that all characters have a chance to aim a blow. Don't get caught in the crossfire of several opponents remember, they can attack along diagonals and you can't

Every player who can use one, should be equip-



COMPUTER GAMER SEPTEMBER 1985

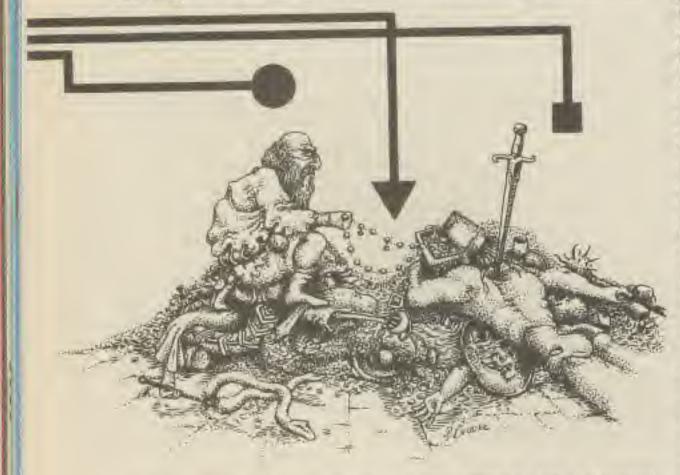
Finding treasure is every adventurers dream. Gordon Hamlett shows you how to make your players fight for it.

Dressing

This month, I want to take a look at the subject dearest to the heart of all adven-turers - TREASURE. There are three main aspects to be looked at - what constitutes treasure, where to hide it and how to use it,

One commercially produced adventure contained the following scenario. Having found an axe en collect during the game.

Now this, not to put too fine a point on it, is plain daft. Silver bars do not grow in the middle of trees. And yet it is not too difficult to alter the story slightly so that it rings true. As you wander through the forest, you come across a large blackened oak tree that has



middle of your room for any Tom, Dick or Harry to steal. Possible storage places might include a heavily locked chest, a booby-trapped chest, behind a secret panel or hidden under an invisibility spell.

One of our main problems you will meet when placing treasure in your adventure is the nature of the treasure. Whilst it is easy for the programmer to have a single item of treasure waiting to be picked up, a moment's thought will show that this would not actually be the case. If you overcome a pair of trolls, their horde would not consist of just one large ruby. There would be piles of copper coins with the occasional silver pieces. There would be armour and weapons from conquered foes. Huge amounts of food, probably rotton. The furs that they are wearing will be worth a few bob. That tapestry would have been splendid save for the fact that they were using it for a carpet and it is now only worth a fraction of its normal price. The pile of debris in the corner might contain something very interesting that they have missed (for trolls are not renowned for their intelligence) and so it goes on. Now it would be very difficult to program all that and so, obviously, a compromise must be reached. one possibility would be to have some sort of trading post where you could buy, sell and bank articles. This would lead to a nice little haggling scenario with the storekeeper trying to rob you blind. Of course if you bought an article, it would be at least 50% more expensive than you sold it for, so you would have to be very careful exactly what

Dingeon, pougetrid of. All of this could be worked into the plot by saying that you needed to acquire sufficient funds to but a sufficient funds to but a sufficient. nice twist would be that once you have overcome the trolls, you will hve con-siderable trouble collecting your ill-gotten gains. There is obviously too much for you to carry at once and now that the trolls are out of the way, the other denizens of the dungeon will soon be out looking for easy pickings. How will you guard the rest of the goodies? Perhaps you can block the door or you have a magical bag which enable you to carry extra weight.

Remember that different monsters will be attracted to different types of treasure. Intelligent treasure. creatures will have a reasonable sense of value. Some monsters collect shiny objects regardless of worth, whilst others are only interested in scavenging for food tend to ignore items of use to an adventurer. Treasure left on its own should be difficult to obtain eg a gold nugget embedded in the wall of a mineshaft which is about to collapse.

Treasure doesn't have to be something of value such as gold, silver or jewels. A potion or magical item is likely to be of more immediate use to a player, and also generate much more thought. Your first reaction on getting a bag of silver is 'oh, its a treasure - lets dump it as soon as possible either in the designated receptacle or in the first location in a maze". Its a safe bet that the silver won't play any further part in the game. If you find an ornately carved staff, you are reluctant to drop it as you know that at some stage, you are going to have to find out what it does and where best to do 16. Consider then giving your treasure a secondary function with the game. Gold is a soft metal and could be melted and poured into a mould to make a key. Silver could be used in the fight against werewolves. A diamond can cut through anything. An orb could become a crystal ball, a highly polished buckle could be used as a mirror and so on. The search for treasure is one of the main plots in adventure games. By making its acquisition interesting and exciting, you are half way to getting your players hooked.

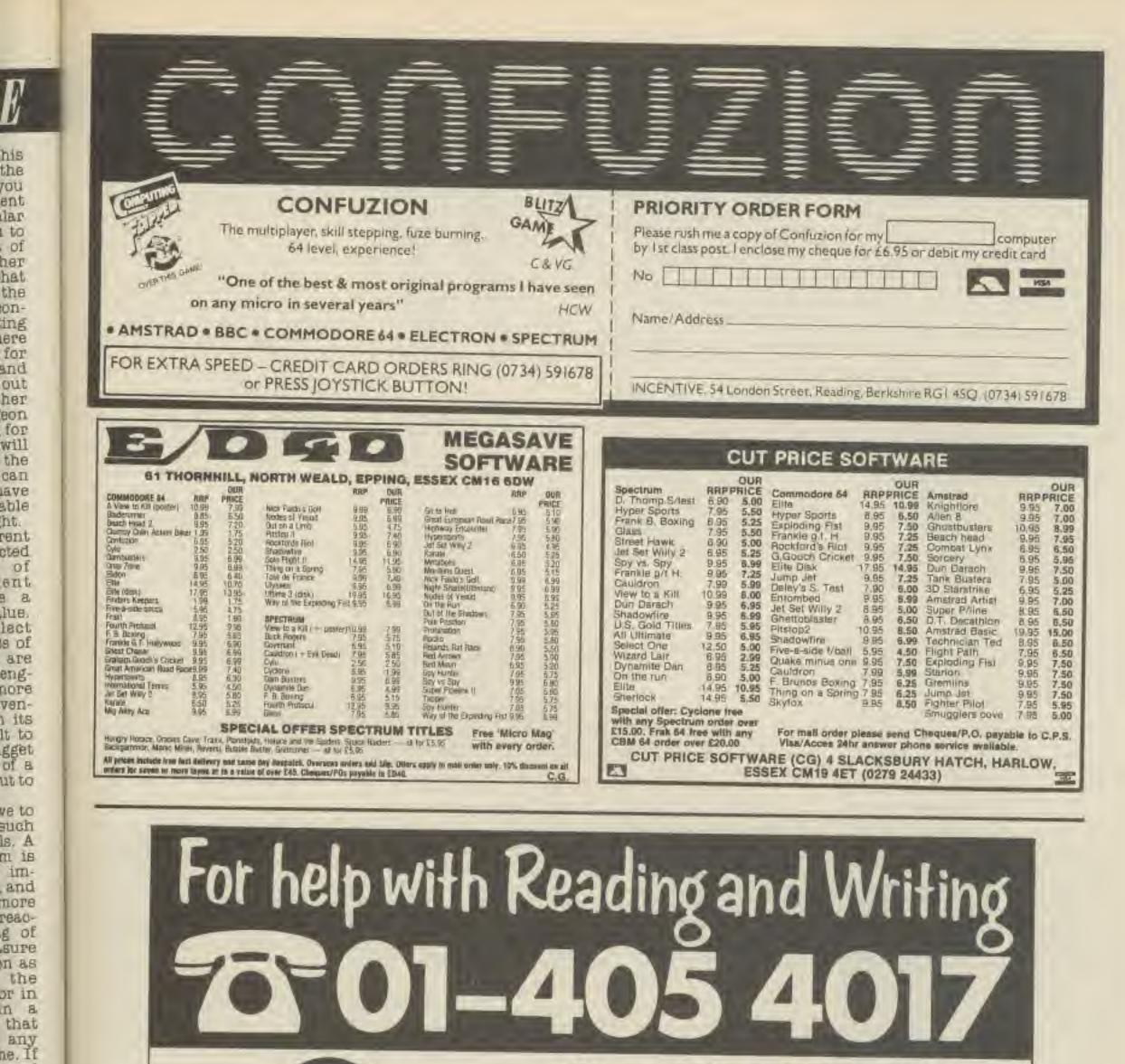
route, you take a stroll through the local forest. There you find a tree (surprise, surprise) which you proceed to chop down. Inside, there is a silver bar, one of the thirteen treasures that you have to



been struck by lightning (note here that you have made the tree sufficiently different for you to be able to draw attention to it, rather than just any old tree). On examining the tree, you notice a small hole half way up. Climbing the tree and examining the hole allows you to get your bag of silver.

This leads to the first major point. Treasure is normally kept hidden. Imagine what you would do if you owned a valuable magical artefact. When not in use, you certainly wouldn't leave it in the

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Since 1975, 350,000 adults have been helped to read and write better. If you want help look for this sign. For further information Adult Literacy & Basic Skills Unit PO Box 213 London WCIV 7ET

PBM NEWS

International Play by mail games, while being attractive for their novelty and challenge of having allies in the otherside of the world have always suffered from the logistical problems of having some players 3 miles from the GM and others up to 3000 miles away. Not to mention the problems of foreign players paying for their turns with fluctuating exchange rates.

These problems left mest overseas gamers feeling as if they were getting a bad deal.

Thankfully, Bearemento cased C-Mind Enterprises activaly ancourage overseas players by biasing their game, First Light, in their favour.

Chris Carrier, the game's GM, as nevised a system by which UE players can move there tribes three times as far and produce three times the goods as players in California, This is because Californian players can get three times as many orders through the respective postal services as UK players

The problems of payment are balped by the introduction of a fixed exchange rate of 1.3535 dollars to a \$1 which will remain static until it gats too urrealistic.

The game itself is run on an Atari 500 in which sach plavar controls a tribe of primitives at the dawn of civilization. During the game you must decide whether your tribe will progress through lachnology or military might Either way you will battle against other players and the planets hostils elements

More about this and other FBM games in further FBM updates as the various. Gamer tribes progress further in their struggles.

If you can't wait to take



MUD

MUD is an acronym for Multi User Dungeon. It is, in effect, an adventure game — but one that can be played by a large number of people simultaneously.

The actual heart of the game - the database and the compiler — resides on a mini computer. Players use their micros to contact the mini via modems, and can then type in orders for their characters just as if they were playing an ordinary adventure. In fact, if you are alone in the Land of Mud, that's just what it seems like - an ordinary adventure. It's only when more than one person is playing that the Land really comes alive.

If two players have characters in the same location within the Land, they can interact. They can talk, fight, steal from each other — even kiss each other. It doesn't matter how far apart they may be in real tife — so a player in Aberdeen can be adventuring with a player in London, or Colchester — or America.

In Mud, players take the role of characters within a fantasy world, where magic works, and there really are things like Dragons and dwarves.

The game is open ended

Over the past four years, more than 50 players have reached the coveted ranks of the elect - but that dosen't mean an end to the game. Once a player becomes a Wizard or Witch - or Wiz, in MUDspeke, the language of the game - he or she gains immense powers which can then be used to pester mortals and generally spice up the Land. But while a Wiz might tease a poor hero unmercifully, there is an unwritten code of conduct which requires some sort of recompense to be made usually by rewarding the miffed mortal with some treasure or useful information.

MUD, as it ran at Essex, actually consisted of three separate databases — the original game, and two 'mini-MUDs', written by different people. The two other games are called Valley and Rock — both have a rather different atmosphere to the original.

MUD was written about four years ago, by two computer science students at the University of Essex Colchester, Richard Bartle and Roy Trubshaw.

The game slowly attracted a cult following, both within the University and amongst the small, but growing, modem owning community outside. Finally, last year, Century Communications acquired the marketing rights for the game. Since then, Century Communications' Senior Editor, Simon Dally, has left the company and set up a new firm just to market MUD and other multi user games. This company is called Multi User Entertainmant - MUSE for short. Richard Bartle and Roy Trubshaw are both directors. At present, a version of the original MUD is running on Compunet, the Commodore networking system, a deal arranged by Century before the creation of MUSE. But the big news is that British Telecom has licensed a new version of the game, MUD 2, which will be launched at the PCN Show. With the support of

an organisation like BT behind it, MUD does indeed look like being at, in Simon Dally's words, 'something truly enormous.''

The first task facing MUSE was the creation of MUD 2. Richard and Roy began at the very bottom. They wrote a language which was designed specifically for the task of writing an adventure game.

That language, MUDDLE — which stands for Multi user Dungeon Design LanguagE — is now finished. "All we have to do now," says Richard, "is write the scenario."

Roy, however, objects to the word 'scenario'. To him, it implies something limited, with a set and finite end point. 'I've never thought of the game as having a particular object to achieve,' he claims.

"We provide the environment," adds Richard, "you provide the play."

The core of the new game is to be the old one, the version running at Essex and on Compunet, and Valley, one of the two 'mini' Muds created by other students at Essex.

The two together will provide some 500 'rooms'. Richard has already designed on paper another 300 or so, and intends to add about 200-more, to bring MUD 2 up to a total of 1,000 rooms.

"We're aiming for a thousand rooms." says Richard. "because we are figuring on having 10 rooms for every potential player — that way it's not so small you get bored, and not so big you never meet anyone."

There is an important difference between what is meant by a room in an adventure game, and what the word means in MUD-DLE.

"A room," according to Richard, 'is a connection of locations in which you can meet another person within that room there may well be more than one location. What that means, put simply, is that within a room, for example the bedroom, there are a number of locations — by the door, by the bed, under the bed, by the window, in the cupboard. A player in any one of these would be able to interact with a player in one of the others - but not with somebody outside the bedroom. A room, in MUD 2, could contain one location, or it could hold 50. It's all the same to MUDDLE. As Richard puts it, 'in MUD. DLE a room is an object just like any other - except you can go inside it." The whole system is designed to maximise the chances of meeting another

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up the challenge of First Light then you can contain Oncis Carrier at C-Mind Enterprises, 1215 P ST £12, Sacremento, California 95514

there is no goal to achieve, no defined end to the game. Like in the role of playing game Dungeons and Dragons, which to an extent inspired it, MUD has a system of levels - players start at the bottom and work their way up through the ranks by amassing points. Points are gained by performing simple actions. like making the bed or giving the beggar a coin, by fighting monsters or other players, and by collecting treasure. Quite what will get you points is often a mystery - finding out is the challenge. For example, the umbrella or the parasol are for keeping the rain off, right? But you can also use them as parachules, so you can jump off things.

The ultimate rank is Wizard or Witch - MUD is a very non-sexist game. talii be a plax

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ion of u can n — player — because that s what makes MUD fun.

So that while there may be only a thousand rooms in MUD 2, there will be many times that number of locations — and the biggest single player adventure games only run to a few hundred locations.

Size won't be the only difference between MUD 2 and the present version.

The system of level advancement is being completely rewritten. In MUD 2, everybody will start off as an ordinary, puny mortal, with no magical abilities of any sort. But they will be able to switch to having magical powers if, and only if, they survive a fiendish gauntlet Richard has designed specially.

"I suppose you could call it a rite of passage," he says pensively.

There are 12 levels of advancement available to players, starting with novice at the bottom, going up through Hero, Champion, and such like, until the top rank, Wizard, is reached. The first 11 ranks are open to all, regardless of whether or not they have passed the magical test; but only those who have succeeded in the rite of passage can become wizard or witch.

As players progress through the ranks, they become more proficient at their skills. If they have magical abilities, then they can also learn new spells, apart from those which are common knowledge.

After a probationary period as Wizard or Witch, players can also earn the right to add an adjective to their title, like Azax the Red Wizard, or Tony the Editor.

Above Wizard or Witch. there is one more level, just as in the existing MUD -Arch Wizard. Arch Wizards, however, are only ever appointed. They perform a very important function in the game, as they act as monitors -They ensure that everybody is behaving themselves, and that nobody is deliberately trying to ruin the game for others. They also inform the systems operators when the game has crash-ed, or when it requires resetting for any reason.

In addition, Richard will be adding a new command to the Wizard's repetoirs — Attach. This spell creates a bond between a Wizard or Witch and a mobile monster, so that if a mobile is asked a question it hasn't been programmed to deal with, it alerts the player controlling the attached Wiz. He or she then controls the mobile just as if it were a character.

"What this means is that if you ask a mobile a question like 'Where is the Fiery Pit' it may know, in which case it may reply 'Under the Yew Tree' — but if you say 'Do you like Barry Manilow', it'll say Barry who?' and signal the attached wizard, who can then take over and say make polite conversation about pop stars."

In the original MUD. players enter the game to find themselves in the Land - but in MUD 2, there will be a room before the Land where players will be able. to talk without fear of being attacked or robbed, as hostile actions will be forbidden. Richard calls it the "Coffee Lounge", and says that there will be magazine available - including copies of the late lamented Micro Adventure, in which he had a regular series of articles on MUD.

One problem which has been causing a lot of problems to Bulletin Board operators recently is obscenity — but MUD 2 will have a simple answer to foul language.

"Almost all swear words in MUD are treated as synonyms of the Quit command," says Richard, "Some are so bad, however, that they are considered synonyms for the command to commit suicide — Kill Me."

The way you get to play MUD 2 will be different, too.

To play the game, you will have to buy a MUD pack. This will cost £20, and will include your registartion fee, full in structions, a map of the Land, your account number, a credit card with your personal codes on it. and 30 credits to use. One credit will last six minutes, and will cost 20p. You will be able to buy them in batches of 50 Effectively, then, you will be paying 12 per hour to play MUD 2 - plus the phone bill. British Telecom, however, are confident that there are plenty of people out there willing to pay that.

<u>ADVENTURE</u>

quite quickly — we're aiming at 100 plus eventually."

There will also probably be a PSS link, which will enable callers to just pay local charges whereever they phone from.

In addition, BT are looking at the possibility of putting the game on minis outside London. "Our intention," Mike states, "is to make MUD 2 as cheap as possible — so we are looking at setting up the game across the country."

For the first two months, from the PCW Show to November 5, MUD will be free to anyone who has bought or ordered a MUD Pack. This is so BT can iron out the last few bugs, and also get an idea of the number of players on the system at any one time.

In addition, BT will be running competition with 10 major computer magazines, including Com-

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en is se the nother Another difference between the two MUDS lies in the mobiles, the monsters which populate the Land.

In the original game, these will move around from location to location, and may be capable of limited conversation with players.

In MUD 2, however, the mobiles will be far more intalligent. The players will be able to have quite complex exchanges with them. According to Mike Anderies, of BT's New Information Services, the game will be running on a Vax 11/750, with an initial 40 phone lines installed. "We will be opening more puter Gamer. The winners of each of the 10 competitions will get a certain number of MUD credits free — plus they will go on to take part in a MUD Spectacular to be held on November 5 at the London Dungeon.

In a Spectacular, all the players try as hard as they can to kill everybody else. The last person left alive is the winner. The survivor of this special Spectacular will receive £100 and 1,000 free mud credits.

If you'd like a chance to represent Gamer look out for 'The Great MUD Challenge in the next club newsletter.

At the risk of using a phrase that has become rather hackneyed over the last few months, "you haven't lived until you've died in MUD!"

1985 COMPUTER GAMER SEPTEMBER 1985

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Mike Roberts takes up the sporting challenge of Summer Games II.

About a year ago, Quicksilva launched its first 'badged' game. It was brought over from the states in the first wave of American imports and was written by an American company called Epyx. The game was called Summer Games, and was released in America in time for the Los. Angeles Olympics though sadly after their ond in Britain. This particular game was universally acknowledged to be the best of the 'sports' games that have persisted in the computer market since Aclaunched tivision 'Decathlon' on the Atari VCS about two years ago.

Could Epyx improve on perfection? Summer Games II is their follow up, and is all that you could expect after the original Summer Games, and then some more - the game is simply brilliant Currently on a double sided disk for the Commodore 64, Summer Games II will be sold by US Gold, since the demise of Quicksliva as an independent production company. This is the first release by US Gold from the range of software that was going to be launched by CBS before the closure of that company by its American parent The style of the game is very much similar to Summer Games, a number of people playing at once, national anthems and flags. The menus are the same as well with the addition of an option to use Summer Games as well as the Summer Games II disk. for an extended 16 game match.

When you start up the disk you are greeted by the Olympic opening ceremony, complete with a runner running up the stairs with a torch to light the Olympic flame. The contestents (up to eight!) can then input their names and the country that they wish to represent. This is done by scanning around an array of 18 beautifully drawn flags, with national anthems playing st command.

After the start up for: malifies there is a menu that allows you to select the various options, number of loysticks, whether Summer Games is to be played in addition to the normal eight events. You can then chose whether to play all the sequence, events IT whether to play one. or more selected games, or to continually practice at one event. There are also options to see the closing and opening ceremonies and to display the current world records. This is like an ordinary high score table, but as you beat the scores, your improvements are recorded for posterity on disk. When you play, the events come up in sequence and if you play alone there is a computer opponent to play against in the head to head competitions. First up is the triple jump, this event requires an awful lot of good timing and control. The man runs by himself and the joystick is used to indicate which foot is to be put on the ground as no flys through the air. The graphic sequences and animation are amazing in this event (well, actually they're no better than the rest of the



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graphics in all of the other events — that's a complement!). There is a representation of one of those huge televisions in one corner of the stadium. Your flight through the air is played back after you have landed on it and your distance is also scrolled past on it. This event is very difficult.

Next comes the rowing, the event is the single sculls head to head race. Two players race at a time, the person with the lowest time out of those competing wins. The screen is split between the two players. The first zone showing the race from the first boat's point of view, the other is for the benefit of the other racer.

Control is by rocking your joystick back and forth to indicate the return and the thrust as you travel along. I recommend using very short but jabby movements of the stick as shorter bursts of thrust and quicker returns seem to be good tactics.

Javelin comes next and is one of the easiest events to get the hang of quickly, yet one of the more awkward to perfect properly to get really good distances. The controls are simple, press the fire button repeatedly and the character runs (good move this for Quickshot II owners, autofire makes him run like a house is on fire!). Pulling the joystick back causes the thrower to pull back and start to raise the javelin, let go at the right moment and the javelin will fly off. What you have to watch, though, is that the thrower lunges forward as he throws and can jump across the foul line, destroying an otherwise perfect throw. 80 launch earlier that you

would otherwise expect.

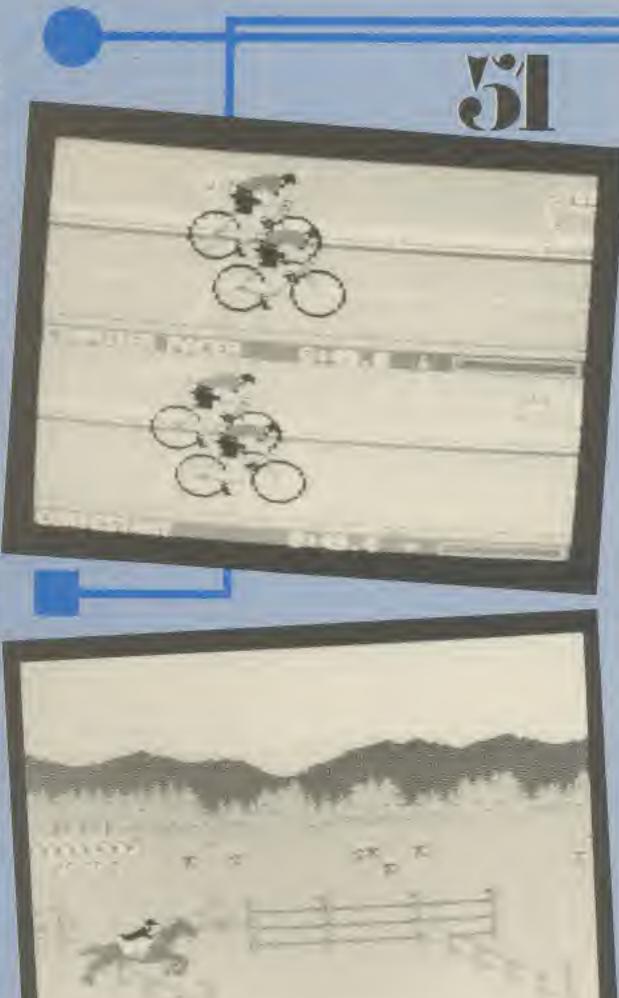
your final speed, do not press the fire button as you run past the post, thei does not forfeit your attempt.

The fencing competition is one of the more complex events in the series. Two people or the computer and another play on the piste The points scored after a number of people have played are very strange and there is a formula in the manual, otherwise just concentrate on histing your enemy. There are various defensive and aggressive moves supplied using the fire button to switch het ween lunging and parry: ing. The computer opponent is very good and drives me off the edge of the piste sometimes.

Cycling is another one of the split screen method of head to head racing. The controls are also strange. The idea is to point your stick in the direction that you want the pedals to pedal. This means you have to wind around the shaft of the joystick to make the vehicle go. However this is perfectly satisfactory, and quite apt.

Lastly the final sport is kayasing or canceing. This covers a very complex route through some excellent graphics on this event All the really mean gates are there along with a load of rocks just to annoy you, Remember the New Generations 'shoot the rapids' game of a year ago. Well this one event, this subset of a game is up to the standards of that stand alone game - in some ways it is better.

The closing ceremony is a work of art. The sky darkens, the flame dies, a clap with a jetpac on flys around the stadium for a bit. The Epyx airship turns up with adverts on its sides. And then the fireworks start — which in themselves are amazing to behold.



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tripie quires iming vetick which in the rough to seon are t (well, better i the The equestrian event is the most difficult of them all. You have to control the speed of the horse, then you must control its jumping and landing. Otherwise you end up on your bum, with a very smug looking (though also dazed) horse. All this takes time and the sompetition is against the slook.

The high jump is another field game like the triple jump, that comes on first. You control the speed and position of the jumper as he approaches the bar that he is going to jump over. A good position is one that is a bit closer than the me he starts up in Get close to the first bar of the jump the press the fire putton to send him over. At the top of the Hip you can make him sort of roll over to clear the bar. If in any doubt of Overall this game is the best 'sports' games that I've seen, the graphics are stanning and as it takes two sides of the disk to hold the game, that's over 280K of program.

If you are into sports games and you have a disk drive then get the game as soon as possible. If you only have a tape deck then it's going to be a bit of a wait, but US Gold ARE planning a tape version. However Summer Games took to two tapes and it was only a single sided disk, so I don't know what they're going to do with Summer Games II. Price of the tape version is inknown as yet, but you can expect it to be marginally less than the ourrent \$14,95 asking price for the disk.



60 70

By R P Newman

The data is read in 2, the

first piece, Y as stated being

the pitch and the second

piece, Z as stated again, be-

ing the duration or length of the note.

give is a short routine to

simulate a telephone ring-

plex sound, the 64, This

uses the SID CHIP which

locations is SID = 54272.

Because of the complica-

tions I will first give a table

of the sound commands

which will be explained

later, SID = 64272

The final program I'll

And now, the most com-

tune Row the Boat.

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Now we will deal with one of the features that really make a game: SOUND. Firstly, for the Spectrum. The Spectrum uses the command BEEP That's it!

BEEP (Duration - Pitch) Duration is in seconds. Musical equivalent Semibreve = 1 second Minim = 5 seconda Crotchel = .25 seconds Quaver = .125 seconds Pitch is in a scale - 30 to 65 so for example: BEEP 1,0

And now a variety of tunes. The first one is in Data Statements. Be careful copying it in. It is a Scottish tune which is well worth typing in (Frogram 6).

Frogram 7 has no dala statements. It merely bleeps the different notes. It is the familiar Death March.

The next tune. Program 8. interesting because, not only is the pitch contained in data, but the duration. The tune itself is a short little thing, but is excellent. It. is best used at the beginning of a program, just before the player actually begins the game.

The next time is a scale.

10

20

Firstly, only put in what you are told; don't change anything else. Here is a table of things to enter to get some good sounds. 3 0.5 Fitch 1 Dura-0.5 0.3 3 tion 35 35 35 35 Tona 6 Repeats 6 4

but do try out your own and have fun

G16 on the C16, sound is achieved by the SOUND command and also VOL. not pokes as on other Commodore machines. VOL ranges from O (off) 1 (very quiet) all the way to 8 (very loud). So if there is still a sound just type VOL 0 and all sound channels will be turned off.

SOUND : There are two cound channels on the CIG with the second one having a sub-division (Channel 3) which is white noise. This is used for effects; explosions, angines revving stc. Because it is a sub-division of Channel 2, Channels 2 and 3 cannot be played at the same time, but 1 and 3, and 1 and 2 can

The actual command WORKS like this: SOUND X. Y, Z Where X is the channel. Y is the pitch of the note, ranging on all chan-nels from 1 to 1023. And, Z is the length of the note in sixtleths of a second (60 = 1 second, 3600 = 1 minute,etc)

Program 9 is for the C16. It plays the nursery rhyme

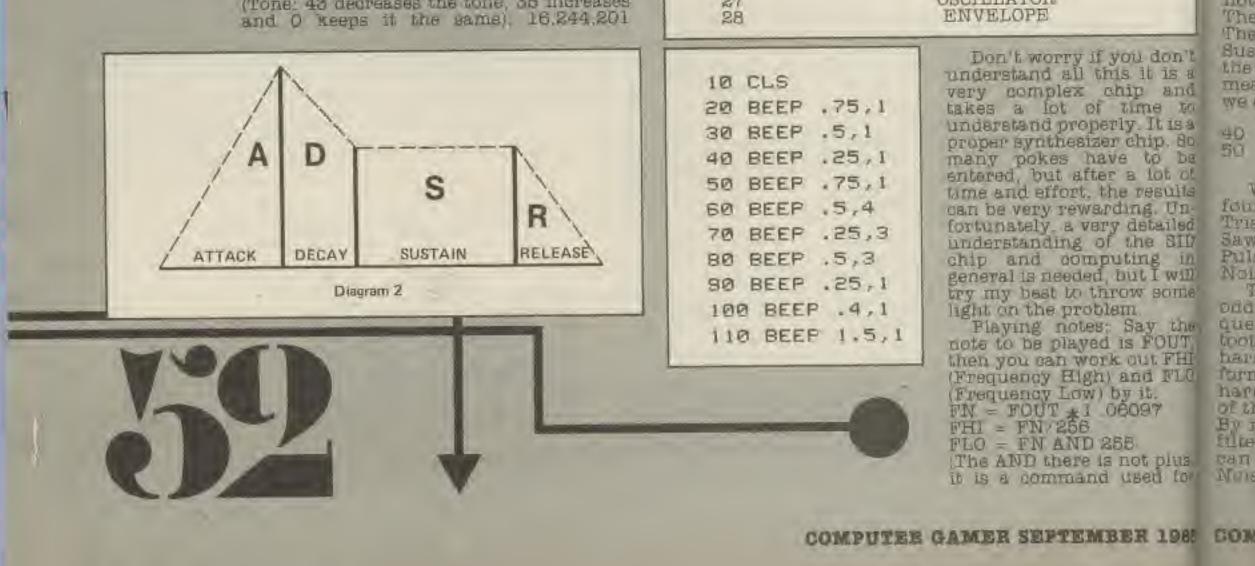
Voice 1 SID + 0 1 2 3 4 5 6	Voice 2 SID + 7 8 9 10 11 12 13	Voice 3 SID + 14 15 16 17 18 19 20	Function FREQUENCY (low) FREQUENCY (High) PULSE (Low) PULSE (High) CONTROL REGISTER ATTACK and DECAY SUSTAIN and RELEASE
FILTER SID + 21 22 23 24		FILTE	FUNCTION E FREQUENCY (Low) R FREQUENCY (High) ONANCE + FILTER ODE + VOLUME
READ ONLY SID + 25 26 27			FUNCTION FADDLE 1 PADDLE 2 OSCILLATOR

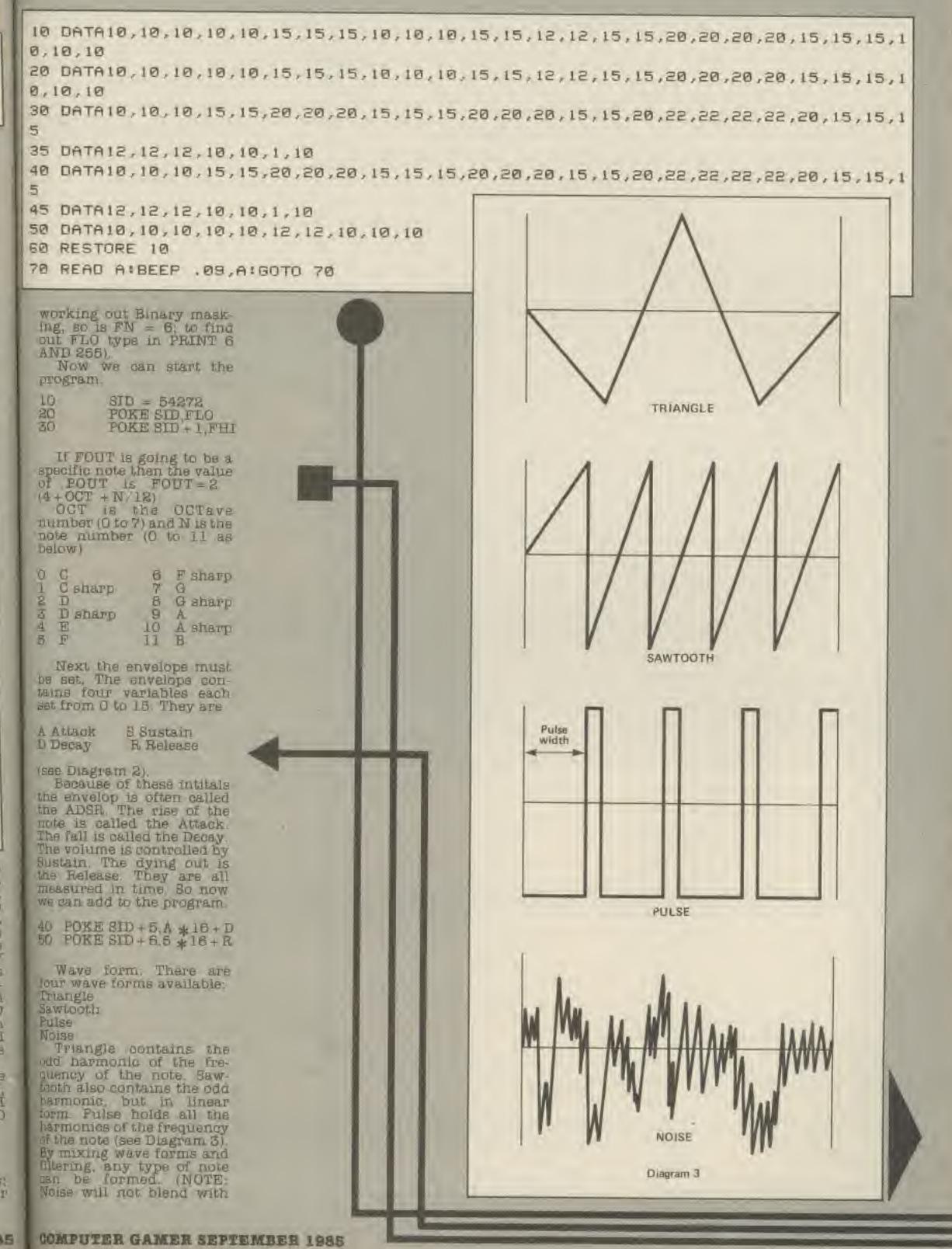
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POB a = 0.7050BEEF .09.A. BEEF 90.A + 5: NEXT A By having the for-next loop to 50 the scale will have 50 notes, but the second bleep command simulates it as 2 notes at once, when in fact it isn't.

The next and final tune I will give is a machine code routine in which you can fill in certain things to change like a simple tune test. Well, here it is.

10	FOR A = 32500 to 32520: READ B: POKE
	A.B. NEXT A
.20	DATA 33, 10, (Pitch between 0 and 9), 17, (Duration between 0 and 15), 0, (Number
	of repeats 4-8), 200.229,213,197,205,181,3,193,309,225.
	(Tone: 42 decreases the tone, 35 increases





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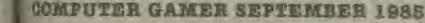
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any other wave form, unless the voice is on "Test Bit"). There are three filters available: Low pass filter (which goes from low to high) High pass filter (which goes from high to low) Band pass filter (which is two filters together) (see Diagram 4) SID + 25 activates what

Volces are to be filtered. The fundamental structure of the note is set in SID + 4, and there are three processes to do in order to make a note sound I Switch gate off 2 Switch gate on (activates

attack/decay/sustain) 3 Switch gate off (activates decay)

These can now be put into our program. Add.

 15
 POKE SID + 4, PEER(SID + 4)AND 254

 60
 POKE SID + 4, (PEEE (SID + 4)AND 254

 70
 POKE SID + 6, PEER(SID + 4)AND 254

Wall, that's a simple inbroduction to sound on the 64

And last — but not by now means least — the Vic. This is simple to operate. It has four voices and a volume control

POKE 36874	DIFFERENCE)
36875	(VOICE 2, higher, Same numbers as in Voice 1)
36876	(VICE 3, highest. Same numbers as in Vice
36877	(WHITE NOISE, Same numbers still apply) VOLUME, 0 = off, up to 15 loud)

This is very simple but effective. Some interesting effects can be produced, here is a program which runs through the scales of the sound voices:

10 DATA.2,10,.2,5,.2,7,.2,5,.2,7,.2,9,.5,10 20 RESTORE 10 20 FOR A=1 TO Z:PEAD B.C:REEP B.C:REEP .09.5

10 20 30 40 50 60 70	FORT = OTO FORA = 128 POKE POKE NEXT POKE NEXT	TO 255 36878,15 36874+T,A 36874+T,A 7
	m to rev up a car; FOKE	36878,18
20 30 40	X = 200 GET IF A\$ = '' ''	THEN 60
50 60 70	X = X + 2 POKE FORT = 1 TO	20: 36877.X NBXT
80 90-100	$\begin{array}{c} X = X - 1 \\ GO \end{array} \qquad TC$	30
90 100	GOTO	30

To rev up the engine, just hit any key, or it will go out. Keep on hitting. That concludes SOUND. Next month we shall be looking at Professionalsm: the small things that make a game good. Until then, good-bye and good computing)

F

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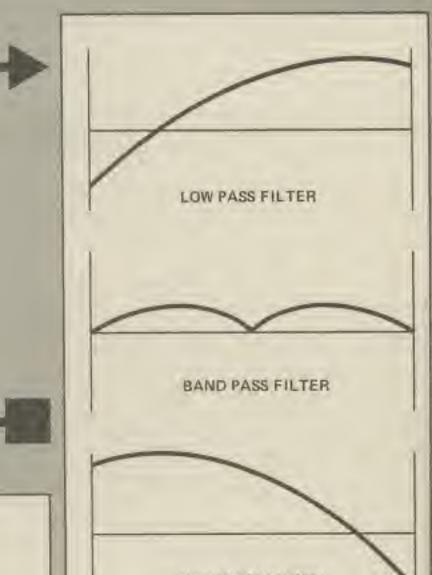
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Attributes: C Winter D Turfitt R Hearn



HIGH PASS FILTER

-		
10	RESTORE	10 FORA=1T05
20	VOLS	20 FORB=1102
30	X=1	30 FORC=1T010
40	FORT=1T019	40 SOUND1,800,1
50	READY .Z	50 SOUND1,400,1
	SOUNDX.Y.Z	BØ NEXTC
	NEST	70 FORD=1T0100:NEXTO
	DATA169,45,169,45,169,30,262,15,345,45,345,30,	80 NEXTE
-	262,15,345,30,383,15,453,60	90 FORD=1T0600:NEXTA
90	DATA596,45,453,14,345,45,169,45,453,30,383,15,	100 NEXTA
20	345,30,262,15,60	110 END
	ADY.	READY.

COMFUTER GAMER SEPTEMBER 1985 Comput

JUST STARTING - A NEW GAME OF STARGLOBE.

STARGLOBE 3

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This is a brand new game of STARGLOBE, the leading play-by-mail space fantasy game.

STARGLOBE features a huge three dimensional universe of 2,000 stars, most of which have planets for exploration, conquest and development.

To play, fly your own starship through space to try and outwit other players whose ships you see on your screens. The game continues peacefully for the most part allowing you to develop your own empire but combat with other players or aliens, when it occurs, can be sudden, brutal and devastating.

Once you have built up enough strength and weaponry you can return to the central star and conquer it to become the winner of the game.

STARGLOBE runs continuously and the first two games are still going well after up to two years of play. Regular moves are £1.60 per turn. Send £3 for introductory pack and launch of your spaceship to:

> Timepatterns STARGLOBE 3 97 Devonshire Road Birmingham B20 2 PG

TEL: 021-523-4446

That's what one paper called St. Bride'sthe famous school where grown-up girls are transformed into schoolgirls. The others weren't silent either:

"A school for scandal?" asked the Telegraph. "All very pukkah," assured BBC TV News. "Bizarre!" shrieked the Sun.

Now you can enjoy the St. Bride's experience without leaving your own home.

The Secret of St. Bride's is a computer adventure which places you in the roll of Trixie Trinian, a new girl at St. Bride's. In your quest to uncover the school's dark secret you will explore classrooms and dormitories, meet pupils and mistresses - but as you encounter the mysterious forces at work, you will travel beyond the confines of the school itself to a Victorian girls boarding school much older than St. Bride's; to Cromwell's time; to the wild fantasy world of ancient ireland and the Celtic's twilight; and right across Ireland to the glittering Dublin of the turn of the century. The Secret of St. Bride's - not so much a program, more a way of life.

> 'The Secret of St. Bride's', available for Spectrum 48k and Commodore 64, £6.95 in the shops or £5.95 (post free) if you order direct from:

> > St. Bride's School, (CG) Burtonport, Donegal, Ireland (Tel: Burtonport 30)

KJC Games, Britains leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called ...



BRITAINS MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME!

CAPITOL Features -

- A strategic space warfare game, completely computer moderated.

"CAPITOL is fast becoming the standard against which other space warfare games are compared"

- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- CAPITOL's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- CAPITOL has an easy to understand rulebook, complete with numerous examples.
- CAPITOL was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of CAPITOL prior to release.
- Runs on an IBM PC, using S12K.

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping CAPITOL is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates.CAPITOL allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.



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KJC Games has been running Play By Mali games for about 5 years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn with 48 hours.

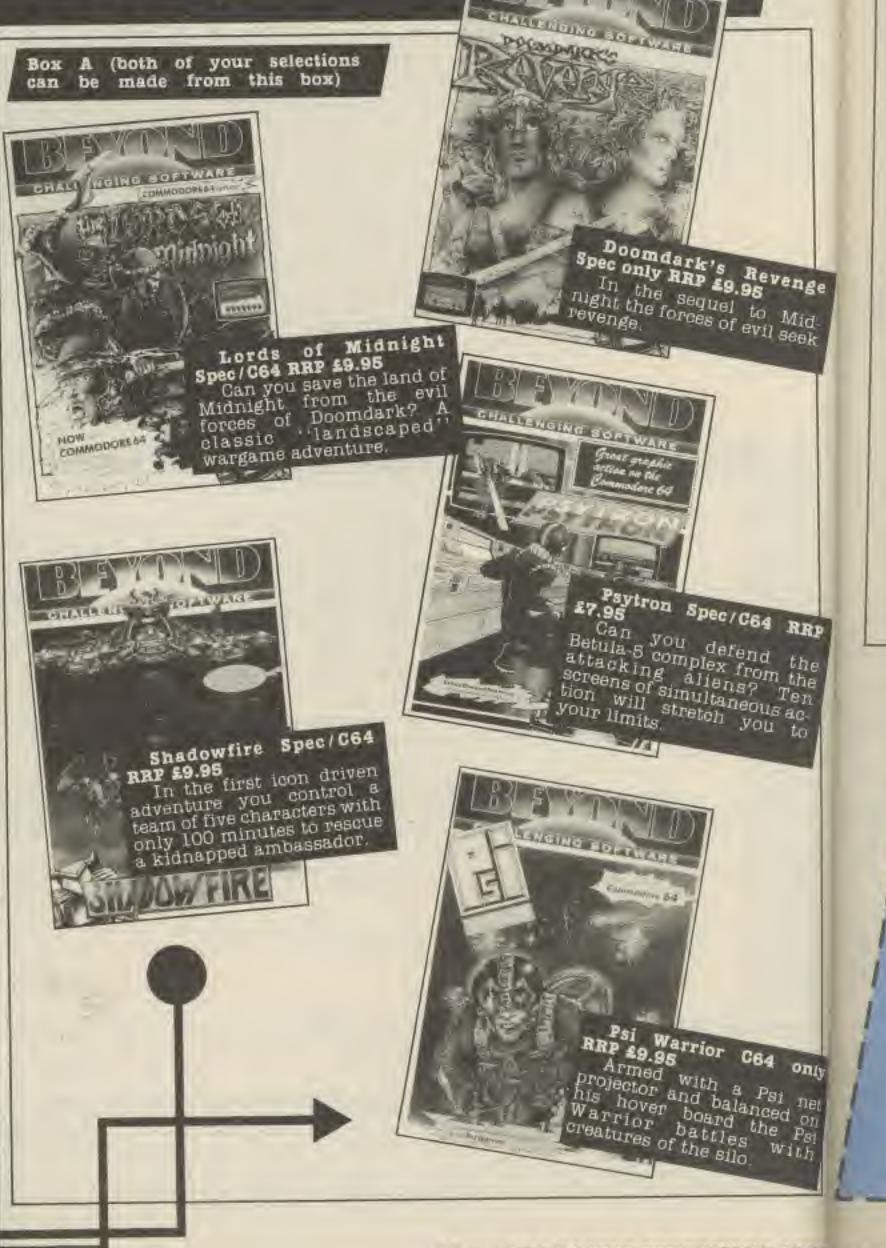
To enrol in CAPITOL send a £6.00 cheque/PO/international money order payable to KJC Games. For this you will receive the Rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome. Reply to:-KJC Games, P.O. Box 11, Cleveleys, Lancashire, FY5 2UL. B-S-C-R-I-P-T-I-O-N-S Calling all Spectrum and Commodore

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Not only are we saving you the rush to get a copy before your friends nab the last one but were also giving you the opportunity, to UK readers, to buy two Heyond games for the ridiculous price of only \$1.60 each

Don't miss out! make your selections from the boxes of Beyond software (only one game dan be chosen from box B) and complete the form below. Then send it along with your cheque or postal order for £18.20 to Domputer Gamer (Subs Offer), Argus Specialist Press. No. 1 Golden Square, London W18 3AB.



What you save!

The normal Gamer subscription rate (for UK readers) is £16.20 for 12 issues. Adding £3 for the two Beyond games brings the total you pay to £18.20. Compare that with the cost of two games (ag Shadowfire and Spy va Spy), each should cost £9.95 each making a total of £19.90. Therefore you could save nearly \$2 on the games themselves and get 12 issues of Gamer as well.

COMPUTER GAMER SEPTEMBER 1985 COMP



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1985 COMPUTER GAMER SEPTEMBER 1985





Here is a guide to the symbois used to illustrate the game reviews.

Title: Computer: Supplier: Price:

Frankie Goes To Hollywood C64 Ocean \$7.98

Eccams Star Guide

	Black Hole -	This should be avoided as anything that gets too is immediately sucked vacuum. A game g description is totally v interesting features.	iven
	White Dwarf -	This is a small dying s now far from it's best. A games may lack lasting	appes
	Bright Star —	Like your sun, games description will be brig teresting and will supp	given tht and
1	Red Giant -	game will have an of feature or game system	utstan
-	Nova —	rating you should in rush out and buy it.	nmedia Novas and ca
-	Supernova —	Auence neighbouring p This is the ultimate systems for this increa- sion of a star can ef galaxies. If a super- runs on a computer that have then buy the ma- then buy the game!	in st lible en ffect en nova g at you c achine
	Nabula —	Although at first ne bright and interesting fact constructed totall gasses. Beware of any g ing this symbol as yo bably find it disappoin	uney a y from game ca u will

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Relax because its here at last, the computer game of the mega-hype group Frankie Goes To Hollywood.

The Frankie package is a boxed set of two tapes, one with a live version of Relax by the group themselves and the other containing the game which takes you from Mundanesville to the heart of the Pleasure Dome itself. Appearing like an action adventure, the program contains a range of small action screens and puzzles which must be successfully completed to build up your personality so that you can pass through the door to the centre of the Pleasure Dome itself.

The opening screen places you in a street in Mundanesville as an amorphous humanoid shape seeking to develop the four essential elements of personality: Pleasure, War, Love and Faith. These elements are represented on the right of the screen display by icons above which columns grow as you gain experience during the game. Occasionally the screen displays a readout of the sum total of the columns as percentage to let you know how you're developing. To gain experience you must search the houses of Mundanesville for items which may be of use in the action screens or in the mage called the Corridors of Power contained within the Pleasure Dome. In superb graphic action you can lead your character from room to room investigating every item of furniture simply by making him reach out and touch it. If there is anything worth taking It is displayed in a small inset box superimposed on the screen. Usually there are

three or four items to choose from and you must decide which will be useful, trial and error over many sessions of play will tell you what you need. As usual you can only carry a limited amount.

In some of the rooms there are television sets with videos attached. During your search you find video cassettes which may be played on these TVs and your humanoid can enter the screen of the TV to find himself in the centre of an arcade game or a puzzle screen. There are about ten different screens to be completed and success is rewarded with personality points, failure means a reduction of points however. In most of the screens, objects found in the houses may enhance your chances but care must be taken to choose the correct item because it can only be used once and a wrong choice loses the object forever.

Another two ways exist to move into the action screens: through pictures on the walls of the houses or by entering doors within the Pleasure Dome maze. The Pleasure Dome is reached by unlocking a door in one of the dozen or so houses in Mundanesville and the maze can be mapped by noting the colours of various manholes which are found but be warned. the manholes will swallow up your character and return him to Mundanes ville with a subsequent loss of personality points. Pass-ing through the doors in the corridors leads into the action screens. The pictures must be touched to activate them They grow into larger images which form entrances in the same way as the video cassettes and, since part of the fun is working out how to enter the screens, wild horses won't drag the secret out of m (written requests on the the fu

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Planet ratings

Planet ratings are marks out of five for specific areas of a game. These include Originality graphics, use of machine and value for money

Originality - How original is the game? Is it a completely new idea or is it. the 83rd version of Pacman

Graphics - Do the Graphics amaze your friends or send them to sleep.

Use of machine - does the same push the machines hardware to the limits or was it written in three lines of Basic

Value for money - Is it daylightrobbery or a steal?

Game symbols.

These symbols indicate which category the gama belongs in. It is however possible for a game to be in more than one group in which case more than one symbol will appear by the review.

Adventure

Simulation

Action

Strategy

Sports

Wargame, Number of players minimum/maximum

Joyslicks required / optional

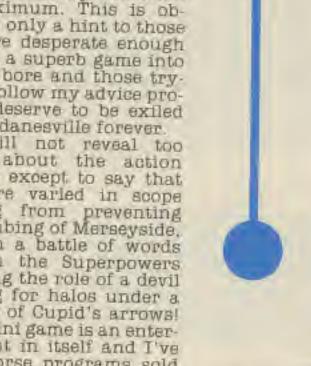
COMPUTER GAMER SEPTEMBER 1981 COM

back of £5 notes might). Touching a picture increases a personality element and one little hint to the more patient cheats out there is to touch the picture, leave the room, reenter and touch the picture again. After fifty or so visits to each picture you will have increased three or four personality elements to maximum. This is obviously only a hint to those who are desperate enough to turn a superb game into a total bore and those trying to follow my advice probably deserve to be exiled to Mundanesville forever.

I will not reveal too much about the action screens except to say that they are varied in scope ranging from preventing the bombing of Merseyside. through a battle of words between the Superpowers to taking the role of a devil hunting for halos under a barrage of Cupid's arrows! Each mini game is an entertainment in itself and I've seen worse programs sold at exhorbitant prices as

murder has been committed (all numan life is covered in this game) and you must solve the crime if you are to succeed. After discovering the body you will find clues in most of the rooms of the other houses (could they be Sherlock homes?) and your deductive powers must be brought to focus on the solution to the crime before re-entering the murder room to reveal the villain of the piece. Ocean have really gone to town on this package, the graphics are excellent and the music is well produced except for the frogin the throat sound of Relax played over the loading screen. The game tself has kept me coming back for more since it arrived on my desk but, as in life, I still have not reached the full potential of my per-

games in their own right. In one of the houses a





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sonality development which would enable me to enter the final room of the maze. Ocean. I hate your devious minds but I love your new game.

COMPUTER GAMER SEPTEMBER 1985 8 1985

Title: Computer: Supplier: Codename Mat II Spectrum Domark



The Myons are back! Despite your successful attempt to fight them off in Codename Mat, they're back in the game 3D action sequel.

This time your defending the Krillium mines from the Myon onslaught in Centurion II which is the Earth's most powerful combat ship. Krillium is the most valuable substance in the Universe as a pinch of it can turn a desert into a jungle and therefore it is essential that you do not fail in your mission.

Your job is to locate the invading Myons and destroy them and by doing so hold out as long as possible For while you're fighting, valuable Krillium is being mined. So it's 'Remember the Alamo'' and into battle.

The ships firepower comes from two laser cannons and two photon torpedo tubes. Unfortunately you can only use one type of weapon at any one time. In fact when you swap between the two you see through your 3D front view the laser cannons being withdrawn before the torpedo tubes are extended.

The lasers are more acourate and fire rapidly but will overheat if used constantly. The current temperature is shown on the instruments display along with your current speed, the ships status (red if under attack), energy levels and condition of the ships four defensive shields.

Beside the instruments display is a screen that at a touch of a button becomes a rear view, a long or short scanner, a battle computer display or a strategic map of the mines that shows your position and that of the invading Myons.

Inevitably you will sustain damage to the ship and its systems which will adversely affect their performance, but if you're in the middle of a Myon attack you have to make do with what you've got. For example a damaged battle computer will only briefly show the data (distance and direction) of attacking Myons but the short range scanner can be used, in emergencies, by a skilled pilot.

At the end of an attack wave you have a little time in which you should despatch your repair droids to give you back the systems that you'll need to survive a bit longer. **TH**

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FLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Red Giant

4CD/HR 20220218



Title: Computer: Supplier: Price: Tournament Snooker Einstein Hard Software £14.95

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of the screen. Once you're ready to play, two key presses hopefully sends the ball in the right direction. Should you manage to pot a ball or get out of a snooker you can call up an action replay and back in your glory. This is a nice touch as it also shows beginners why their shots didn't quite go according to plan. Finally if you're fed up with missing even the easiest pots you can enter practise mode where you can set the balls in any position or you can leave the game to be continued later, in the meantime the game will play a demo game in which it will no doubt ge TE a break of over 50.

Title: Computer: April Showers BBC Micro

Supplier: Price:

Beven Technology 27.95



Quite an original game this. The idea is to keep a flower alive. You play the part of a cloud and you should rain on the little thing. However the nasty umbrellas keep sucking up your raindrops. You have a limited amount of rain in your



cloud, though you can absorb more from other passing clouds.

Apart from this there is very little else to the game. There is very little playability and I don't think it will keep anyone older than four interested for more than a few minutes. It shares the unfortunate common denominator of most nonviolent games — it's boring.

PLANET BATTNES

Originality Graphics Use of machine Value for money

STAR RATING White Dwarf These tense battles fought between the likes of Davis. Taylor and Higgins can be recreated in Tournament Snooker. It is the first game from the aptly named Hard Software as its a difficult game to play.

It's an extremely polished snooker simulation as it includes some additional features that make it one of the best snooker games that I have played.

Shots are selected by rotating a cue around the white ball until the desired direction is found. If you're unsure of the direction pressing "L" will move the cue as if you were lining up for the shot.

You can really impress the crowd by putting spin or stin on the cue ball but moving a pointer over a ball in the top left hand corner

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Red Giant

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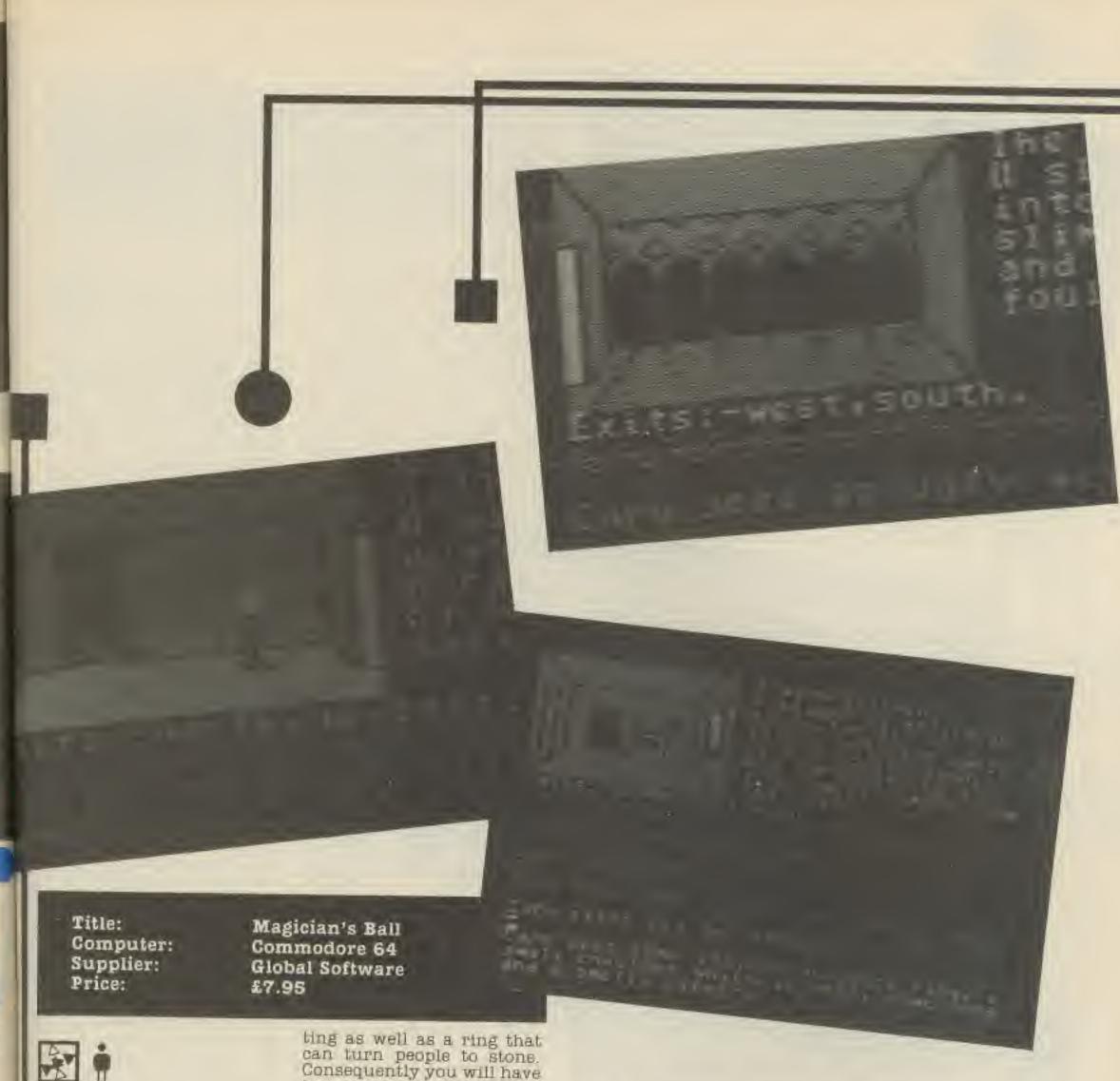
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COMPUTER GAMER SEPTEMBER 198



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Many an argument has been heard in this hobby on whether adventures should include graphics or be text only. The usual argument against graphics is that the pictures use up valuable memory, take a long time to be drawn and add nothing to the game. In fact it is said that including graphics precludes good atmospheric room descrip-tions and therefore spoils the adventure. Magician's Ball will add fuel to the debate as not only does it have good room descriptions it also has meaningful

can turn people to stone. Consequently you will have to use your powers of deduction to avoid his traps

fects. For example, leaves Oldfield's "Tubular Bells" Spectrum and Amstrad ver sions are set to follow shortly with the Spectrum version featuring a 3 voice sound synthesiser.

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graphics and music as well. In the adventure you play the role of Caro who enters a fantasy world to rescue the kings daughter from an evil Magician. Un-iortunately the Magician has powers that include size changing and teleporand finally defeat him.

During the adventure you meet other characters that you can become which helps you to solve problems that Caro can't handle.

The game accepts quite involved commands such as Throw Hammer Through Window which can be repeated and edited by pressing the C64's arrow key. This can save you a lot of unnecessary typing and speed up the game.

Your commands and any consequences that result from them are displayed in the bottom half of the screen and above that a picture of your current location and a text description.

The graphics appear almost instantaneously and many of them are animated (for example include a flickering flame). Some even have sound efrustling in the forest.

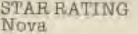
The accompanying description is better than the usual "You are in a room, you see nothing" type and add a lot of atmosphere to the game. For example in a barren wasteland "Flames and gasses belch from the cracks in the soil". Or a boggy marshland contains "Stagnant pools of water that lie silent and inert. They reflect the clouds in their dusty surfaces"

Obviously the text provides the games atmosphere but the graphics can give you a quick impression if you haven't time to read the text. When you're being chased by a goblin, is such an occasion.

If that wasn't enough, while you adventure, you can hum along to a digitised version of Mike TH

PLANET RATINGS

Originality Graphics Use of muchine Value for money





COMPUTER GAMER SEPTEMBER 1985 R 1985

which are not listed. To cast a spell, you need a specific object to act as the focus of your attention. For example, to cast a ZAP spell (a magical attack spell) you need the dagger, but be warned, this spell won't work if there is too much metal around. The use of these focal objects makes life very interesting indeed as you can only carry a limited number of objects at any given time so you will not be able to cast all the spells that you know. Amongst the spells that you have available are one that reverses a fall, a teleport spell, detect magic and a temporary strength spell.

The first instruction given in any book on how to play adventures is "make a map". Alas, some people do not find this the easiest thing in the world to do. To make things easier for you, Red Moon tells you where the various paths lead to. For example, instead of saying exits are north and west, the program might say you can go north to T-junction and west to a large cave. You should have little trouble joining up all your boxes when making your map.

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The game features over two hundred locations, all of which are illustrated (except in Atari and Memotech versions). The pictures are reasonable and are drawn fairly quickly. Text only freaks can toggle the pictures off. All the locations are thoroughly and well described. One area on the surface is full of small slits and the whole place reeks of dragons. This is a lovely description and gives a reasonable hint as to what you might expect to meet later on in the game. It is also an easy game to explore. Well over sixty locations are accessible without having to solve any very difficult problems. This is an important point as it helps the player get into the atmosphere of the game. With the introduction of magic and combat, adventure games are getting more and more like role playing games (such as Dungeons & Dragons) with every new release. Red Moon is a thoroughly enjoyable game with lots of atmosphere and interesting original problems. It maintains Level 9's position as Britain's number one adventure house. GH

Title: **Computer:**

Supplier: £6.95 Price:

Red Moon Amstrad, Atari, BBC. C64 Memotech, MSX, Spectrum Level 9

combat routines. Throughout the course of the game, you will come across several characters who seen quite intent in stopping you in your tracks and attack you quite happily. You are assigned 50 hit points at the start of the game and these decrease as your opponent knocks chunks out of you. When your hit points reach zero, you die although the powers that be may decide to resurrect you. You are of course allowed to retaliate and as combat usually results when you meet another creature, it might be prudent to get in the first blow. Before you take this strategy as gospel though, a word of warning, some characters are supposed to help you. The amount of damage caused is calculated on a random basis so that you can never be sure that the game will play the same way twice in succession. There are a dozen or so spells listed in the instructions although there are also some magic words



Adventurers everywhere will be sneaking up on their piggy banks. hammer in hand with the news of a new release from Level 9. Having not enjoyed their last game quite so much as



their others, I was also walting with some trepidation to see whether or not they had returned to their usual standard. I need not have worried.

In olden days when the moon was red, magic worked and mythical creatures roamed the earth. As the colour drained from the moon, so too did man's magical ability. A red moon crystal was created which cast its aura over the Kingdom of Baskalos and all was well until the crystal was stolen. Red Moon is the story of how you, a magician, rescued the crystal.

Level 9 have made to major changes to their normal adventure system with the introduction of magic and

PLANET RATINGS

Originality Graphics Use of machine Value for money

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Dynamite Dan Spectrum 48K Mirrorsoft £6.95

Every now and then, I get a bit fed up of the endless stream of remarkably similar games that is flooding into the software market these days. But then again, every now and then a game comes along that wakes me up and puts a little bit of sparkle into the old keyboard.

Dynamite Dan is one of those games that, whilst not being terribly original or state-of-the-art, seems

fresh enough to draw you back to your machine for the sheer fun of playing.

'Dan' is, quite simply, a superior platform game. There's not an original bone in his body, but what the game lacks in original!ty it makes up for in sheer action. Your hero Dan has landed on the roof of Dr Blitzen's castle stronghold, and now has to seek out the plans for the mad doctor's secret weapon. These plans are locked in a safe, and as well as finding the safe, you have to guide Dan around the castle in search of eight sticks of dynamite needed to open the safe, and also collect the food he needs to keep himself going.

What distinguishes this from all the other platform games around is the sheer amount of action crammed into each screen. I've never seen so many platforms, ledges, obstacles and sprites before - the sheer variety of all these things means that you have to stop and look at each new screen for a while, just to work out what you want to collect and which route to take.

Quite sensibly, you begin the game with eight lives, and you'll need all of them to work your way through the complex of rooms. But, though I found myself getting killed all over the place, I never become frustrated with the game, but instead found that each room made me more curious to continue into the depths of the castle to see what awaits in the final stages of the game.

The graphics are all well designed, and though they aren't particularly spec-

THERE HAD BEEN AND B

tacular, what is impressive is the way that so many features have been squeezed into the rooms without seeming squashed or crowded. Despite all the objects in each room, the graphics are still quite large and finely detailed and very professional throughout. My only doubt is that, despite being an exceptionally good platform game, this type of game is now so common that prices ought to be a bit lower. 'Dan' is good value for money, but to get full marks on that count it could still come down in price by just a few pennies.

SD

PLANET RATINGS

Bright Star

DROACH

Originality Graphics. Use of machine Value for money STAR RATING

Title: Computer: Supplier: Price:

Kennedy Approach C64 Microprose

£9.95

On the face of it, being an air traffic controller is one of life's easier jobs. After all, the sky is pretty big and it can't be that difficult to tell a few bigheaded pilots whose turn it is to land. One midair collision, two near misses and innumerable avoidable delays later, I was left to reflect on where I had gone wrong. And that was on the easiest level Kennedy Approach is one of the most exciting and challenging simulation games I have played. The main argument about flight simulators and the like has always been that they are boring. Very realistic maybe, but definitely boring. Not so with Kennedy Approach. There always seems to be one thing more happening than your brain can cope with. The first thing you notice is that the game taks to you a lot. Every time you tell a pilot what to do the pilot converts your instrucflons into speech. "F, one,

zero, one, six, Turn right.

Heading one eight zero. Descend to four thousand

teet." "Roger" comes back the reply. The speech is

perfectly intelligible with a

built-in static crackle.

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You issue instructions to a particular plane by moving a cursor over it and pressing the fire button. Moving the joystick sideways, alters the direction that the plane is flying whilst moving it up and down changes the altitude.

Altitude on screen is depicted by the number of dots under the plane, each one representing a thousand feet. This gives a pseudo 3-D effect to the controller.

When everything is clear and the plane is in the correct position, you can tell it. to land at the appropriate airport. After one successful landing (beginner's luck?) my next nearest attempt was the middle of the field somewhere. You are also supposed to make planes take off but I never

created sufficient spac near the airfield,

There are five different airfields to choose from with varying weather and volumes of traffic condi-Occasionally, tions. emergencies occur such as a plane running out of fuel and these then have to be accorded top priority. The game lasts for the duration of a shift after which you are assessed on the quality of your work.

When I was a kid I used to go plane spotting at Manchester Airport. Listening to and playing this game brought the memories flooding back. A thoroughly enjoyable game that can be recommended to ex-plane spotters and simulation fans everywhere.

GH

PLANET RATINGS

Originality Graphics Use of machine Value for money STAR RATING Nova



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Pole Position Spectrum US Gold £7.95



Pole Position for the Spectrum came out originally in May 1984 under the Atari label. But with the 'new look' Atari, they lost the licence from Namco for Pole Position. So Datasoft ended up with the game rights to Pole Position.

So to cut a very long story short US Gold have ended up with the Datasoft version of the game. The only difference between the two versions is that the signs on them are different. One says 'Datasoft' a lot and the other says 'Atari' a lot.

Otherwise the game is straight Pole Position. The Spectrum version is one of the better versions that came out. The C64 version, for instance, was awful but that was written in America and the Spectrum version was written over here.

Another 'Golden Oldie' that is hitting the shelves again and well worth it it is too. Pole Position strikes the right balance between action and simulation, that makes it much better to play. An Amstrad version of the game is due soon. MR PLANET RATINGS

Originality Graphics Use of machine Value for money STAR RATING Nova = =

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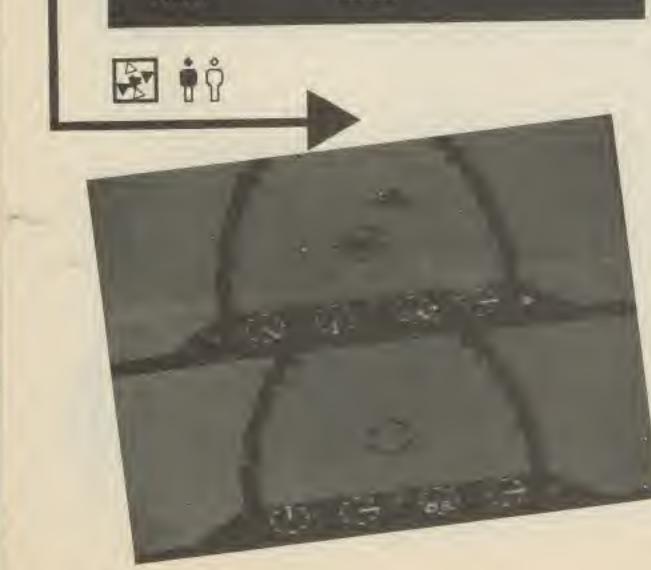
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Title: Computer: Supplier: Price: Mig Alley Ace C64 Microprose £9.95

Set in the Korean War (1950-53), Mig Alley Ace is a combat flight simulator program. It features a split screen which allows an amazing number of playing options. The obvious one is a head to head struggle between you and a friend but you can also take on the computer either singly or with a friend. You can choose up to three enemy aircraft on each of five missions. When you consider that each mission has five different skill levels, you can see what I mean. There are four dials for you to worry about (engine power. speedometer. altimeter and radar) together with three warning lights (exhaust gas temperature, low altitude and low ammo). Your first problem is to find your enemy which is achieved by having a quick peek at your opponent's half screen to find out what height he's flying at and then using your radar. There is nothing more disconcerting than finding your field of view totally clear whilst on

his half screen you find yourself slipping quietly Into his gunsights. Your ammo is strictly limited (according to skill level) and scoring hits is none too easy so you are advised to pick your shots carefully The game ands when you have been shot down three times but you have the chance of saving a life by ejecting in time. That's about it then. The game looks dated with limited graphics and lacks sophistication compared with other similar games already on the market. I can't help but feel that two reasonably skilled player. would have no trouble at all avoiding each other all the time and end up getting GE nowhere.



PLANET RATINGS

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Originality Graphics Use of machine Value for money

STAR RATING White Dwarf

Popeye Spectrum DK Tronics £7.95



Popeye and his friends have hit the Spectrum in a game that features the biggest characters ever seen on a Spectrum, Popeye, himself, is about half the height of the game display as he chortles his way through a most enjoyable arcade game.

His mission is to collect 25 hearts for his loved one. Olive Oyl, which are strewn about some weird and wonderful screens.

However getting to the hearts is no pienic as he will have to navigate through locked doors, up and down ropes while avoiding his arch rival Brutus, a giant condor, a witch on a broomstick and a fire-breathing dragon.

Luckily he can also find tins of spinach which will rejuvenate him whenever he is clobbered. Consequently the tins of spinach act as "lives" for the game. This is a good idea since you get more lives the further you get into the game.

The large characters work well and are animated beautifully, particularly their faces, however they do suffer from occasional colour smudging that has plagued many a Spectrum game.

This incredibly addictive game is another of those that you must have "just one more game".

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PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Red Giant Title: Computer: Supplier: Price: Superbrat 48K Spectrum Atlantis £1.99



Following on after Wimbledon, I suppose it is inevitable that a glut of tennis games should appear. Superbrat is the latest budget offering from Atlantis. It is not, I am afraid, very good.

To start with, you can only move your man up and down the baseline. Keyboard response is dreadfully slow and you have great difficulty getting to the ball in time. At least I think you do. The graphics are not particularly clear and you have considerable trouble in picking up the path of the ball. If you do get to the ball in time, you press the "P" key to hit the ball, releasing the key quickly to hit the ball to the left and slowly to hit it to the right.

To be honest, the game is totally unplayable and you would have much more fun playing Pong. If you want a tennis game for your Spectrum, then save up and buy a copy of Psion's Match Point, which is excellent. On the cassette inlay, Atlantis describe Superbrat as the most authentic tennis game available for the Spectrum. They cannot be serious. This is the pits. GH

PLANET RATINGS

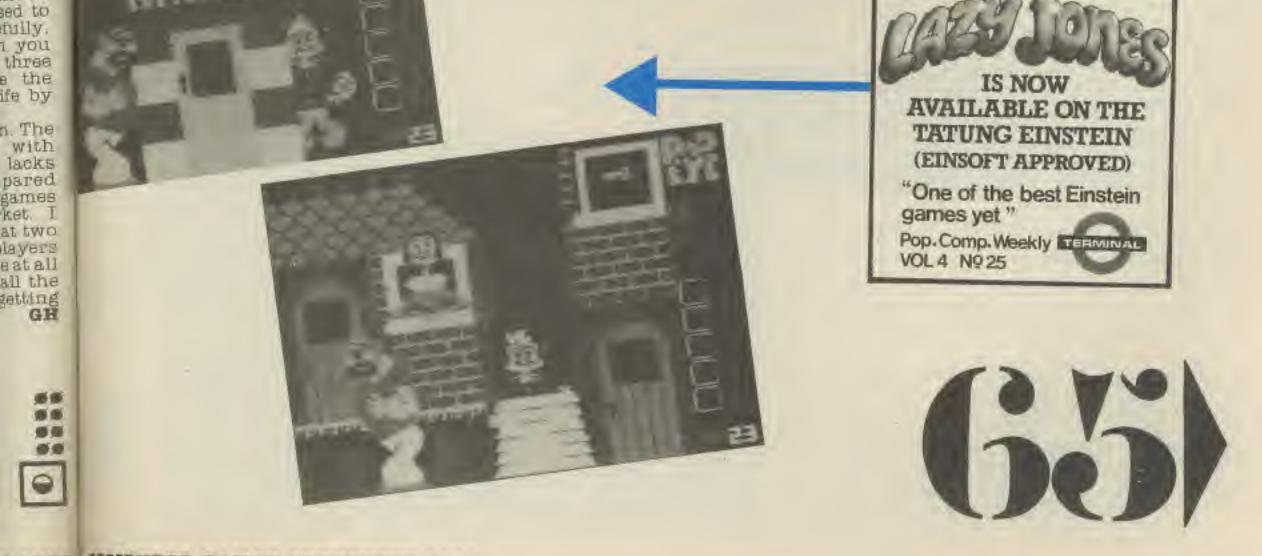
Originality Graphics Use of machine Value for money

STAR RATING Black Hole

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R 1985 COMPUTER GAMER SEPTEMBER 1985

That's The Spirit Spectrum 48K The Edge £7.95



This arrived at the Gamer offices about thirty seconds before our final deadline, so we didn't have time to get a long way into it before the men in white coats came to take us all away 'till next issues reviews have been done.

Fortunately the game has a turbo loader that's quite quick, so I got a reasonable look at it, enough to grab my attention and ensure that I'll go back and give it a good going over as soon as I can.

Imagine a game that is an animated adventure (like Valhalla, but with belter graphics), uses a variety of single key commands and a keyboard overlay (like Lords of Midnight), and has an icom system for Manipulating objects (like A View to a Kill), and you've more or less got 'Spirit'

The introduction on the inlay is a bit weird. It seems the game is set in 1996, a time when all the cities in the world have been renamed New York, and the 'second prohibi-tion' has been declared, banning all spirits, Now 1 thought that meant booze type spirits until I read the note about the ghost detector device, and saw the spooks on the screen indulge in a bit of GBH on my little man. However, the in-lay notes don't give anything away, so you're on your own when it comes

Title:

Computer:

Supplier:

York, passing various buildings, and objects that are needed to solve the puzzles you encounter. The icon system allows you to join objects together, to make tools that you may need, and the keyboard controls offer options such 'Take'. Hold 38 'Examine', 'Throw' and so to figuring our your goal. on. There's even a 'Swear' The graphics are very good. Your man walks option, which, needless to tion immediately. After all, along the streets of New say, I used at the first

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BBC

available opportunity, only to get a bit of a shock in return

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THAT'S SPIRIJ

I didn't have time to explore very far, so I'm not sure how large the playing area is, but as long as it's fairly large I'm pretty sure that the game will have sufficient content to keep me at it for quite some time. Despite the brief time I had to review it in. 'Spirit' was one of those games that seemed to grab my atten

there are lots of games that can be reviewed in just a few minutes due to their lack of content, but that certainly doesn't seem to be the case with 'Spirit'. SD

PLANET RATINGS

Originality	
Graphics	
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Value for money	

STAR RATING Red Giant

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This game is a sort of Robotron with lots of added extras. There are a number of screens, each one with a different pattern of walls in it and a different concentration of the different kinds of aliens. The aliens initially start off sta-tionary, but start to move after you have shot a few.

The aliens come in a number of different types. each with their own personality. Some types are in-vulnerable until they start moving, some seem to home in on you with lasers and

others are just awkward.

A screen is completed by clearing out all the nasties with your gun. Four direc-tional movement is used with the gun firing in the direction that you were facing, rather than the complex Robotron controls.

The options are also quite comprehensive, there is the ability to set one of five different speeds - the fastest speed is obviously for Electron users as it is pretty impossible otherwise. One annoying thing is that the speed always resets to the default setting at the end of a game necessitating going through the selection procedure again.

Altogether a reasonable game, though whether it is worth nearly 18 is up to personal taste. MR

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Bright Star



Title: Computer: Supplier:

Desert Burner **48K Spectrum** Creative Sparks — Sparklers Range \$2.50

Price:

As the leader of a band of freedom fighters, you are trying to deliver a set of

plans. To help you on your mission, you are equipped with the Desert Burner - a high performance motorbike.

Driving along the road, you encounter several hazards such as cars, lorries, holes in the road and mutant Pac-men. Obviously the steering has gone on your bike as all these obstacles have to be jumped over. How far and how high you jump is determined by how fast you are going at the time (up to 220 mph). The combination of correct speed and timing is nicely done though why you have to jump trees at the side of the road I am not too sure about.

To add to your troubles. you are being hunted by enemy helicopters. You should shoot these down as soon as possible as they get in the way whilst jumping, causing you to crash. You get bonus points for shooting them down, otherwise points are gained

depending on how far you travel.

There are two different tracks to choose from and you are able to preview either by going into a cheat mode which allows you to collide with objects without losing a life. The screen changes through night and day although this does not seem to affect the way the game plays at all.

I found this quite a skillful little game to play. not least because of the joystick controls of up to accelerate and down to jump (right to accelerate, up to jump would seem more logical). It has a certain addictiveness to it and is the sort of game you would play for the odd half hour, trying to drive those few extra miles. GH

PLANET RATINGS

Originality	
Graphics	
Use of machine	
Value for money	6666
STARRATING	

Title: Computer: Supplier: Price:

Action Biker Spectrum 48K Mastertronic \$1.99

The trend towards games that are born out of merchandising and licensing deals continues, and has now got to the stage where some games have virtually become computerised adverts for particular products. The trouble is that so far, most of these games have been so feeble that they've not been very good adverts either for the product or for the software houses involved.

Action Biker, produced by Mastertronic, in association with KP (the crisps people), does little to change the state of affairs, I'm afraid.

Clumsy Colin is the character featured in the advertising campaign for KP 'Skips' (Skips being small crunchy objects consumed in great quantities by young children, but then, so are caterpillars). and it is the adventures of Colin as he travels around streets and houses on his bike that form the basis of the game. Colin has to find his friend Marti and get him to a spaceport, but to do this he needs to locate fifty objects hidden in some of the 150 houses in the game. What I don't understand is that the instructions tell you that the game ends when Colin wakes up (woken by an alarm clock or collision with other vehicles!) - but surely if he's on a motorbike he

should be awake already it's all very odd.

The (static) drawing of the various houses and streets is fine, but the graphics for Colin on his bike, and the other vehicles on the roads are small and quite flickery, and only move across the screen one character square at a time rather than being smoothly animated (like the bike in Microsphere's 'Wheelie').

Along the way, Colin can enter some of the houses to find the objects he needs. The cassette inlay has a couple of screen shots of the interlor of these houses and they look quite promising - being Atic Atac style overhead views of the rooms. But, once you get into these rooms you find that there is nothing to do there. If there is an object in the room, then a line of text will appear telling you that you've collected the object, but that's all; there's no animation, no combat, no manoeuvering to collect the object, just a static shot of Colin standing In a room, which I'm afraid didn't prove terribly addictive. Neither, for that matter, did the rest of the game. I'd 'Skip' this one if I were you (yuk, yuk). SD

PLANET RATINGS

Originality Graphics Use of machine	**
Value for money STAR RATING White Dwarf	
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Bright Star

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COMPUTER GAMER SEPTEMBER 1985 R 1985

Gridtrap All MSX LiveWire £1.99

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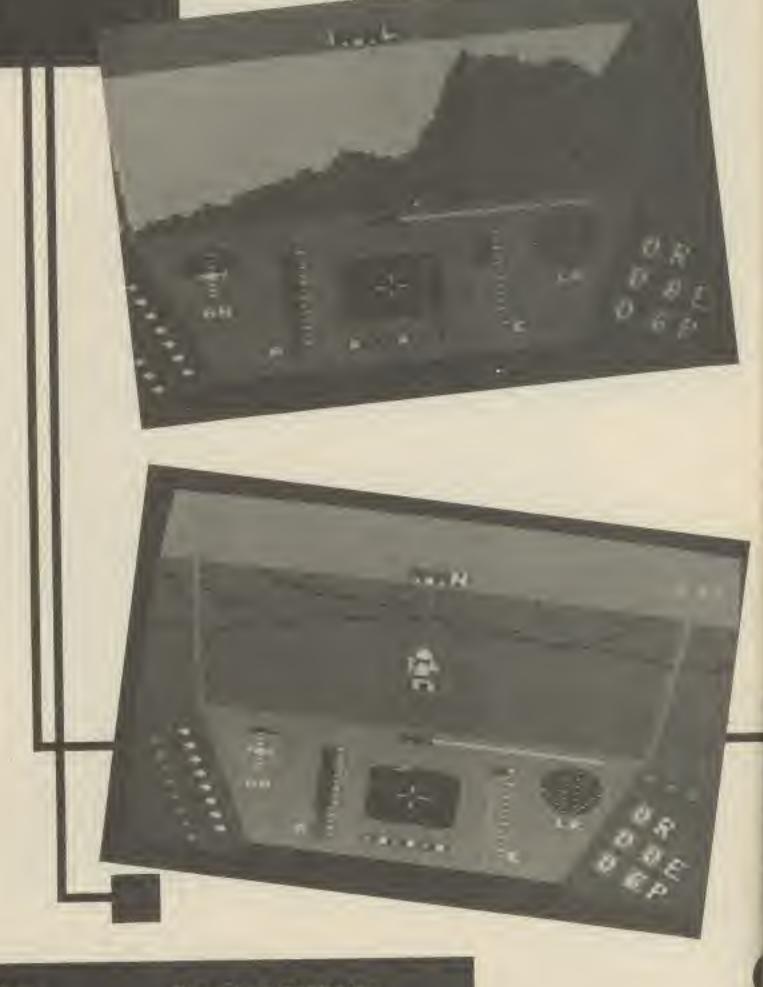
Gridtrap's debut on the MSX is not marked by the excellence of the conversion but by its bargain price. A pity everything else in the MSX world could not be such a bargain.

The game consists of a grid of squares punctuated by the occasional skull and crossbones and a bomb with a lit fuse. Roaming around the grid you can see one or more bovver boots which stomp around trying to crush your player represented by a moving head.

The aim of the game is quite simple, get to the bomb before it explodes. The reality is not as simple as this, as you move around the grid, avoiding the skulls and the boots, each square stepped upon disappears forming barriers to your progress should you need to retrace your path to defuse the next bomb and it is easy to strand yourself with nowhere to turn if you are not careful. Help is at hand because you can scroll the screen left and right if there are any vacant squares available and in this way you can pull an escape route towards your little man.

Scattered liberally about the screen are several flags which gain bonus points should you reach them. At first this is relatively easy to do but as the game progresses the number of boots and skulls increase and you must focus your attention on defusing the bomb rather than going for the highest possible score.

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Rescue on Fractalus Atari

I have played this game on the Commodore 64 and although the graphics are not up to the same standard, it is just as challenging and interesting to play in its converted form. **JG**

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PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Red Giant



Computer: Supplier: Price:

Title:

Activision £9.99



Fractalus is an extremely hostile planet. Already your fellow pilots have been shot down by the dreaded Jaggi's. Now you're in the cockpit of your Valkirie fighter ready for action.

After take off you dive down to fly over a fractal generated landscape. Fractals are randomly generated mathematical shapes that, in this case, form a realistic landscape. This includes mountains that you can fly around, gulleys you can fly through and landing areas where you must land to rescue your fellow pilots.

The Jaggi's are naturally out to stop you and shoot at you from gun emplacements on the ground and on mountain tops as well as from their saucers.

Your Valkirie fighter has no less than 18 different instruments including a radar that will locate your fellow pilots. It is vital that you get to know your instruments well as in the games later levels you have to fly in darkness by your instruments alone.

When you land to rescue a pilot you have to turn off your systems so that you don't fry him on your shields. However you should keep a watchful eye, for the figure running towards your ship may infact be a Jaggi. Once you're sure it's a pilot then open the door and let him in or he'll quickly get impatient and start banging on the door. Leave him too long and he'll sufficate losing you valuable points. TH

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Nova

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Merlin C64 Creative Sparks 42.50



Released by Creative Sparks under their budget Sparklers label. Merlin is best described as a sort of Medieval JetPac. You play the part of Merlin (surprise, surprise) trying to overcome the combined forces of evil. Moving round the screen, you can attack these creatures with your spells, but beware! you must avoid the Hellwasp whose touch is lethal While destroying the nasties, you must concentrate on concocting your potion. This you do by collecting such varied ingredients as skulls, frog legs and jewels from the bottom of the screen, and depositing them in a large cauldron in the middle of the screen. When you have successfully acquired all the objects you progress to the next level.

The main criticism of this game is that the colours are all very pale and consequently it is rather difficult to see the Hellwasp etc. Also, when you get killed, you tend to rematerialise in the middle of a crowd of nasties and so lose another life. But all in all, its an average budget game and certainly playable albeit a little slow.

GH

FLANET RATINGS

Originality	
Graphics Use of machine	
Value for money	
STAR RATING White Dwarf	9

Title: Computer: Supplier:

Price:

St. Crippens 48K Spectrum Creative Sparks — Sparklers Range £2.50

> Everybody has their own favourite horror story about hospitals. The Carry On Films and Doctor in the House books add to our

deepest suspicions. Such a hospital is St. Crippens.

Coming round after a minor accident, you discover that you have been admitted to the worst hospital in the world. Your only thought is how quickly can you get out. Needless to say, it is not going to be easy.

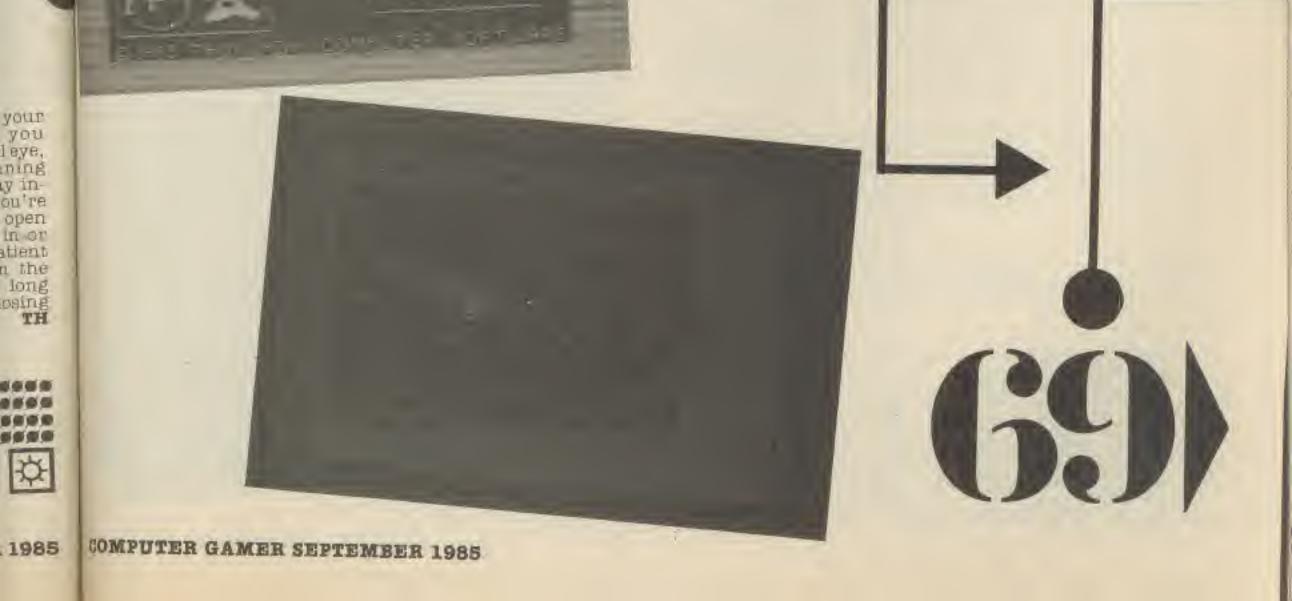
Your first problem is that you are only wearing pyjamas and you have no chance of sneaking past the guards on the door unless you acquire a set of civvies. So you start wandering through the many wards and rooms trying to find various garments. Intent. on stopping you though are assorted nurses, porters and escaped mutants from the genetic engineering laboratory. You can also come a cropper (literally) by falling over one of the

many bedpans that litter the place or skidding in a pool of polish.

There is a message line on the screen which tells you how to go about your job, eg "Get me a bedpan and I'll give you a pair of shoes". Bedpans seem very popular. The colours are very limited - white drawings on a blue background and the movement round the screen is somewhat Jerky, and while it may keep you quiet for an hour or so, it is unlikely to make you keep coming back for more. GH

PLANET RATINGS

Originality Graphics	-
Use of machine Value for money	-
STAR RATING White Dwarf	0



Tour de France Gommodore 64 Activision £9.95

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Bonjour mes enfants, c'est moi again. Sorry I promised the Editor to drop the Franglais for this one. The scene is the opening day of the Tour de France bicycle race and the aim is to win as many of the etapes (stages) of the race as possible to become the supreme champion. Categorising this game is difficult because although up to six players can join the fun, only one can play at a time. Each player takes a turn at each staps trying to beat the other players and the record time given at the beginning of the race.

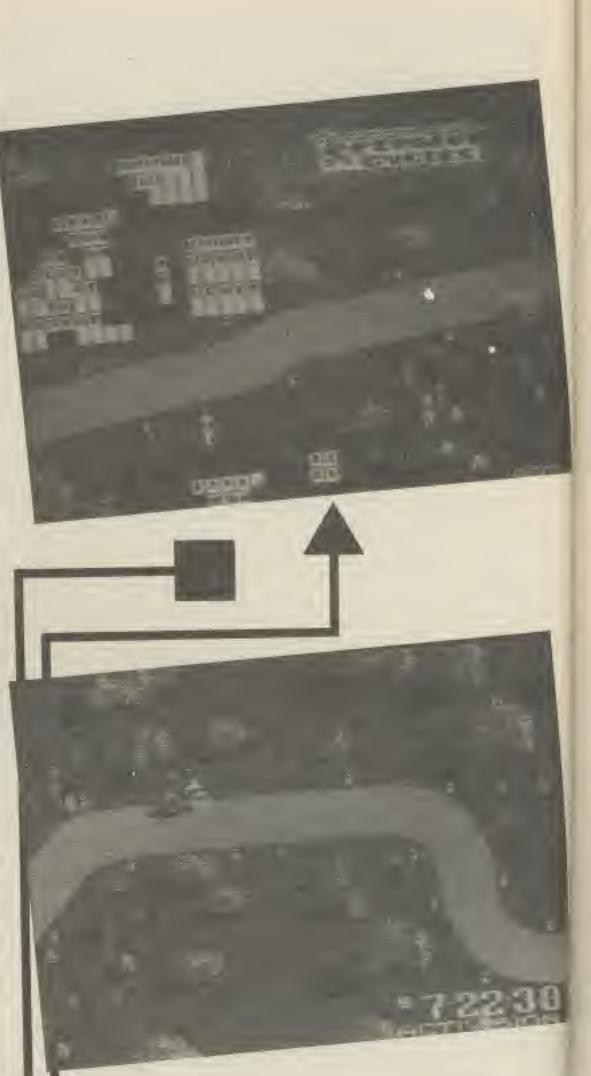
The game has a host of options within it, the first decision being whether to go for the practice mode or the competition proper. If practise is selected only one player can take part and no score table is produced at the end of the game giving a breakdown of your performance in each etape. Competition mode allows you to enter the players names and each can select the flag of the country which they wish to represent.

In both versions you can elect to go for the full Tour or just select a few stapes for a shorter game. Each etape differs in length and difficulty but this is a suckit-and-see program so you only find out the levels by playing the game. You must also select the bike which you will be riding and this selection is made on the same basis as the choice of etapes, apart from being told that each one has different properties you must play the game to find out what these are. Fortunately, you can choose a different bike for each stage so a bad selection can be changed at the next stop OVEL.

From the start I was impressed with the graphics which give a very realistic 3D representation of the route which snakes around the screen with a smooth scrolling action. As the bike turns left and right the character shape alters accordingly and even the shadow changes, giving oredibility to the motion.

Movement can be achieved using either single or double handed keyboard operation or with the joystick. This does not mean that a joystick is optional because it must be used on the selection screens. I found the keyboard options to be the most flexible mode of operation allowing higher speeds to be reached and making it easier to steer. In the tradition of sport simulations movement is achieved by waggling the joystick to and fro or by pommelling two keys to make the cyclist pedal harder. Thank goodness this does not require the kind of frantic work that the 1500 metre event in Decathlon needs. Steering is achieved by two different keys or by pressing the fire button whilst leaning the joystlok in the direction required. Each bike has two speed gears which may be used as circumstances demand to get the best possible speed.

I found the game to be extremely boring at first but once I had developed my cycling skills the hooks went in and I was shouting 'zoot alors' and 'hopla' as I crashed into the kerb for the umpteenth time. The game is like a drug, the more you play the more you want to. The only drawback with the game lies in its flexibility. It loads each stapes from tape individually so that selections can be made other than the Grand Circuit. Once completed the game must be totally reloaded to replay which is time consuming. My overall advice can be summed up in the misquoted phrase attributed to Nor-man Tebbitt: "On your bike" you won't regret it. JG





PLANET BATINGS

Originality Graphics Use of machine Value for money

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STAR RATING Nova

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COMPUTER GAMER SEPTEMBER 1985

Title:

Computer: Supplier: Price: Great American Cross-Country Road Race Commodore 64 Activision £9.95



After Activision's recent rash of sport simulations with their complex rules it was quite refreshing to find a straight forward car racing simulator.

In typical Activision style the instructions are made to look long and complex because of the multilingual spreadsheet that they always insist on producing. For such expensive software I would expect better packaging than this. Why is it that their packages are always the ones which refuse to close and keep dropping their instructions all over my floor?

The game itself is fairly unexciting. At the beginning you choose which of the four routes you would like to try: Los Angeles to New York, Seattle to Miami, San Francisco to Washington or the US Tour which takes in every city on the map. For each route there is a top ten board which can be up-

dated as your times gradually improve and the game also allows you to save the new table entries to tape for future use. Then with a press of the fire button you get a 3D view of the road and see a variety of vehicles overtaking you on either side. Steering your car along the road is easy compared to similar programs on the market but sharp zig-zagging makes the tyres squeal under the pressure and results in a loss of speed.

0'1'

Fruel

At this point the idea is to go from city to city

within a given time limit without blowing up your engine, running out of petrol, or falling foul of the Law. You can blow your engine by over revving the engine without changing gear. Petrol can be obtained every 100 miles simply by pulling in on the relevant side of the road. If however you transgress and either of these problems strike then all is not lost but you will have to push the car to the nearest petrol station, A brush with the Law merely slows you down unless you can outrun them.

The saving grace of this game is that during the race night and day follow their normal cycle and half way through a stage you can see dusk fall into night. The weather also changes between sunny, rainy and snowy conditions, each bringing its own particular kind of problems. JG

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING White Dwarf

Title: Computer: Supplier: Price:

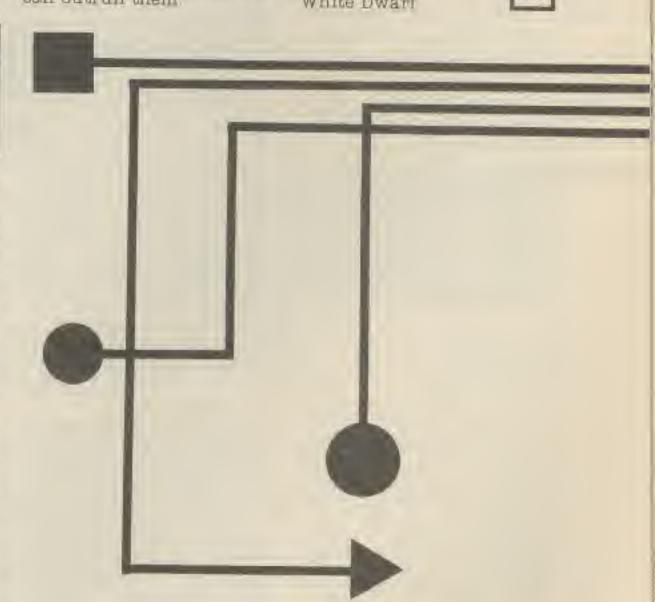
Wishbringer C64 and Atari Infocom (Disk) £31

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A new challenge from the kings of Adventure is good news for anyone who enjoys superb text adventures. Wishbringer is the 16th adventure that Infocom have produced and follows such classics as the Zork trilogy, Suspended and Hitch-hikers Guide to the Galaxy. In Wishbringer, you play the part of an office boy in the post office of a small town. You're sent by your nasty boss to deliver a strange letter to the Olde Magik Shoppe but instead you find yourself in a weird magical adventure where you must battle with the evil one who has taken over the town and its people. To help you, you are given a magical stone called Wishbringer which con-tains seven wishes which include ''Freedom'',

"Light", "Darkness" and "Rain".

Wishbringer is also the way that Infocom give beginners a fighting chance of finishing the game. This is because using the stones wishes will get you out of sticky situations if your brains logic cells pack in under the pressure However you have to use them wisely as they can be only used once.



Infocom aren't usually this generous but since Wishbringer is an Introductory Level game they thought they'd give you a chance.

The games packaging is, of course, superb and includes the sealed letter that you have to deliver to the Magic Shoppe, a map of the town and the Wishbringer stone itself.

Wishbringer is a superb game and well up to Infocom's usual high standard of text only adventures. If you haven't already been converted to the Infocom cause then buy this and you'll be hooked for life. **TH**

PLANET RATINGS

Originality Graphics Use of machine Value for money.

STAR RATING Red Giant 555 555 555



1985 COMPUTER GAMER SEPTEMBER 1985

Highway Encounter Spectrum 48K Vortex Software £7.95

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Vortex Software got some very good reviews for their earlier games which featured three dimensional graphics of helicopters and jets flying over various landscapes. Now however, they've improved upon the quality of their graphics to the extent that they rival the quality of my all time mega-favourite game, Knightlore.

The game itself is relatively simple — a shoot 'em up between your force of Vortons and the alien beings that try to stop you from reaching their stronghold beyond Zone Zero, at the end of the highway.

Your five Vortons travel together in a sort of conga line, heading in a straight line along the road, and stopping only if an obstacle bars their way. As they go along, your Vortons push in front of them your secret weapon, the Lasertron. This is only activated when it reaches Zone Zero.

One of the Vortons (the auto-Vorton) is under independent control (that's you) and can move freely throughout the three dimensional roadway, zapping aliens and removing obstacles from the path of the other Vortons.

Though the quality of the graphics invite comparison with Knightlore, they are very different types of games. Knightlore, with all its rooms to explore and objects to collect was an arcade/adventure,

much, but when they do

move, the view of the spec-

tators outside the ring

moves from side to side a

little to give you a clear

really find that loading the

that much difference to the

game. On the whole I think

that this is an enjoyable

game when played in short

bursts, but during the few

additional boxers made all .

To be honest, I didn't

view.

but Highway Encounter is pure arcade and is faster and much more frantic that Knightlore. The three dimensional graphics put it in the front rank of shoot 'em ups. The animation is very smooth, and all the moving figures finely detailed. Like Ultimate, Vortex have wisely chosen to keep the use of colour quite simple to avoid attribute problems.

I found joystick control a bit confusing, so I opted for keyboard control instead, and though I got used to that fairly quickly I do think that there should have been a facility to allow the player to define his/her own choice of keys (some of us are left handed you know, and the fixed keys used by this game are in a right handed arrangement).

My only doubt is that as the highway is always the same, it might eventually get a bit boring going through the early stages of the game over and over each time you play (at least Knightlore allowed you to start in different places and take different routes). Mind you though, this is £2 cheaper than the recent Ultimate games, which makes it very good value.

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Nova

Title: Computer: Supplier: Price: Frank Bruno's Boxing Spectrum 48K Elite £6.95



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At long last Elite have produced a licensed game that is actually worth buying. 'Frank Bruno's Boxing' is a fairly accurate version of one of the arcade boxing games. You control Bruno, of course, who is represented by a seethrough wire frame figure, over whose shoulder you look to see your opponent.

You have eight possible opponents. These are recorded on side B of the cassette and loaded in individually as you overcome each opponent in successive fights.

The controls available to you include left/right punching, ducking, dodging, raising and lowering your guard and (if you're doing well enough) a knockout punch. At first the controls didn't seem to be very responsive and it was difficult to co-ordinate my boxer's movements, but after a while I began to get the hang of it and my timing improved. Fairly soon things started to liven up and I was joyfully landing flurries of punches on my opponent's head, which had the disturbing habit of collapsing into a blob when hit.

As you defeat each boxer, you receive a code which you need to load the next one, and there's also a Hall of Fame for recording your best results.

The graphics are good, though the large figures of the boxers don't move as fast as pernaps they could. The boxers don't really move around the ring very days that I had it for, it didn't really hold my attention for periods of more than about forty minutes.

PLANET RATINGS

Originality Graphics Use of machine Value for money

STAR RATING Bright Star

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Title: Computer: Supplier: Price:

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Abu Simbel Profanation **48K Spectrum Gremlin Graphics** £7.95

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This review comes to you courtesy of Gremlin Graphics. Not because they sent Gamer a copy to look at, but because they also sent a cheat version for reviewers a few days later! For this is without doubt the most difficult platform game I have seen for any machine. It is also one of the best,

To call Profanation a platform game is not strictly accurate. It is more of a cross between a platform game and an arcade adventure.

You have entered into the ancient Egyptian temple of Abu Simbel built by Ramases II. All you have to do is find the way out. There is no scoring as such, no bonuses for collecting all the pieces in a given time. You just have to make your way through the various chambers and passages in search of your exit,

The graphics are superb. Instead of leaving you to work out the best route through a room, (such as in games like Manic Miner) your route is nearly always obvious. Large stone passages, spiders' webs, assorted Egyptian pictures an hieroglyphics all add to the atmosphere. Your character, the explorer Johnny Jones, is a large lovable creature who looks round at the obstacles blocking his way - a nice little touch.

Getting through a room though is not so easy.

parts of the game although you shouldn't have too much trouble working it out. When successfully activated, the door slides open to let you through to the next screen. This is very smoothly done and again adds considerably to the atmosphere of the game. So, not only do you have to make your way through the temple; you have to plan your route as well. Sometimes when you want to drop down a level, there are two paths to choose from. One will lead you successfully onwards.



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the other is a pit and you impale yourself on a series of lethal spikes with only a skeleton grinning at you as you die a horrible death. It took me many goes even playing the cheat version before I got anywhere near the end.

Profanation is an original variation on the platform game. Yes it is very difficult but it is well worth the few hours it takes to get onto the next. screen and the next. A must for connoisseurs of good, hard, challenging games but beginners should cut their teeth on something slightly easier.

Never have I seen a game where every obstacle requires such split second timing. Usually there are a lew items with sufficiently long paths of travel for you to avoid easily once you have worked out the timing. But not here, Every jump seems to be a will I/ won't I make it leap, Even the very first obstacle - a drop of liquid of which even a small splash costs you one of your ten lives caused a heated argument as to whether it was best to jump over it or run under it. One leature which I have not come across before allows you to make a normal jump or an extra high jump As you progress through

the game, you find your way further hindered by large stone slabs, doors and statues. Finding the way to open these is one of the key



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PLANET RATINGS

Originality Graphics Use of machine Value for money

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COMPUTER GAMER SEPTEMBER 1985

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Title: Computer: Supplier: Price:

Talos Spectrum Silversoft £7.95



Subtitled, worse things happen to robots, Talos is an unusual arcade adventure.

Talos is a robol, who unfortunately has been broke into seven different pleces. All this is left is his bronze hand - which still has life! Your mission, far fetched though it may be, is to guide the hand around 200 screens of English countryside to find the rest of him. First his arm then his body and so on. Once completed, Talos must find the vault and claim the Grown of Eternity.

This is important since the loss of the crown has obviously peeved the local animals. For normally docile bunnies and frogs are out to get poor old Talos. In fact a single touch from a hopping bunny or flapping bird will drain life from Talos, the amount left is shown as a burning candle on the side of the screen. Collecting some specific objects such as money or bags of ice will add more onto the candle. If you manage to build it back up to its starting height then you'll get a bonus life. If it burns out then you lose one of your 3 lives.

Scattered throughout the screens are deckchairs and signposts as well as deadly flowers and ponds.

Since the pieces of Talos are randomly located some might end up in a pond in which case you'll have to dive in amongst the fish to get it.

DUILINE Although yourself together is your main alm in the game is does cause your problems for as you get bigger you become an easier target for the killer bunnles. Therefore you scout for all the pleces before you use any. If you think you might forget where in the mage of screens your arm is then you can mark it with a magnet which you can trace with your built in compass.

Talos is an original arcade adventure which is both challenging and fun to play. Buy it immediately and help poor old Talos who is, according to the games packaging, still humming his favourite tune "I ain't got no body" TH

PLANET RATINGS

Originality Graphics Use of machine Value for money	***** ****
STAR RATING Red Giant	¢

Red Giant

Title: Computer: Supplier: Price:

Disk Hobbit **BBC Micro** Melbourne House £17.95



The Hobbit is a game that everybody knows so I shan't bore you with tales of Bilbo Baggins and Bag End, rather I will discuss this, the latest implementation of the game from Melboune House.

BBC tape Hobbit was a bit of a disappointment as the text was trimmed down



slightly and there was none of the graphics that featured in any of the previous versions. This was due to the miserly amount. of memory that a BBC micro is left with.

This latest disk version of the game solves all this by having all of the graphics and some of the text on disk, so constant disk accessing is called for.

By using this method much better graphics can be achieved than the 'all in at the same time' type of Hobbit and the text descriptions and other aspects of the game can be improved upon. This is because using the disk as a virtual memory system you have the equivalent of a 200K game,

The original disk has everything compressed on it and for playing you must. expand this onto one 80 track or two 40 track disks of your own. The original disk is twin sided so that you need to swop it over every now and again.

When you copy these disks the copier that does it will not allow you to copy across two disk drives even if you have them, so it can take a long time.

The graphics are displayed in mode 1 graphics in a small part of the screen that you toggle between and the text display. The pictures are very good and mottling is used to good effect.

This is a very good game . and this one of the best versions yet to appear. Only the Commodore disk version with its incredible graphics is better - there

is certainly nothing better for the Beeb that I nave SPOTI.

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NB. There is a problem with the protection of the game. The protection is so heavy that it will only win on the lowest level of unexpandei disk BBC mierc, II With have a BBU + or a nonstandard DFS then you can forgat it. Meltimighe House have no plans to launch an all-machine compatible var MLB. BIUT.

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PLANET RATINGS

Originality Graphics Use of manhine Value for money

STAR RATING Super Nova



This month we announce the winner of our Silica Shop Competition in which we asked you to design a fortress.

The prize up for grabs for the best designed fortress was an Atari 600XL games pack complete with joystick and two cartridge games.

The incrediable response we had illustrates the resurgence in interest of these excellent machines. In fact the Gamer offices

were swamped in fortresses of all shapes, sizes and purposes.

Some were to defend Atari research installations, others the Gamer office. One was a heavily armed supermarket designed to protect the very last tin of baked beans from the straving masses. The floors

of the shop were patrolld by trolleys, roaming bacon slicers and TV personalities that would trap you into tasting margarine.

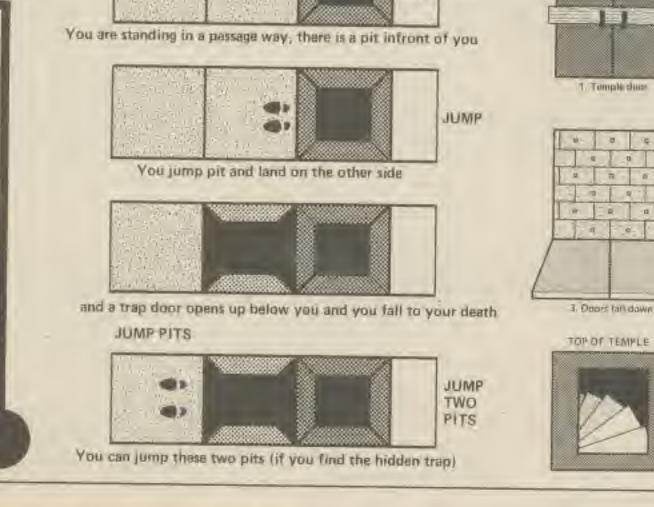
The fortresses were being attacked by a variety of creatures including battle crazed aliens, red and blue bees, mutant spagetti and smurfs.

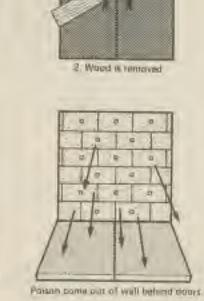
The winning entry was obviously inspired by the exploits of Indiana Jones as it was set in a temple in Peru.

The author, 16 year old Matthew Smith from Gillingham in Kent impressed the judges with the design, and layout of the temples ingenious traps which could feature on both arcade and adventure games.

Congratulations to Matthew and rather than print his entire entry (which would fill the whole magazine), heres a selection of some of the deadly traps to be found in the Temple.

FRONT OF TEMPLE YOU







REAL WAY IN

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COMPUTER GAMER SEPTEMBER 1985

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COMPUTER GAMER

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You are imprisoned adventure.

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Curse

Program listings (contrary to the belief of some of the more amateur magazines) have been extremely popular in Gamer. We have tried to have at least one game for each of the more popular computers. These games we publish are often up to commercial standards, as anyone who played 'Kitchen Kapers' will tell you.

Bo starting with this issue we are printing inlay cards for all the games in this issue so that they look good on your shelf with the rest of your software collection. They also have a brief description so if you don't play them for a few weeks, you don't have to search through back issues of Computer Gamer to find out what you are supposed to do.

Remember anybody that gets a game published is entitled to an Alpha Rating. simply send an SAE and a note saying when the program was published and what your membership number is and we will return your Alpha Rating - the highest award in the club (excepting the master gamer award). When you submit a game for publication you should make sure that you fill in the form on this page accurately - one or two people have sent in games without telling us what machines they were for! With your tape or disk and coupon you should include a brief description of the game in the same style as the other programs in this and previous issues. All documentation of this type should be double spaced (a blank line betwen lines of text) and typed clearly.

Also we need self addressed packaging suitable for returning the stuff in if the program is not accepted for publication.

ROGRAMS

We are looking for high quality machine code and Basic listings for the following machines: Commodore 64, C16, Spectrum, Atari (all types), BBC, Electron, and the Amstrad. All programs should be recorded on tape at the slowest baud rate, and a number of times on each side of the tape. State on the tape what baud rate it is at and how many times it is recorded on the tape, also include any special loading instructions.

When writing a program try to avoid any embedded graphics commands. This is really important with the BBC micro with its Teletext control codes, the Spectrum with its colour control codes, and the Atari with its graphics symbols. All of these cannot be listed on a printer. Also avoid having any chunks of memory being loaded from tape as this



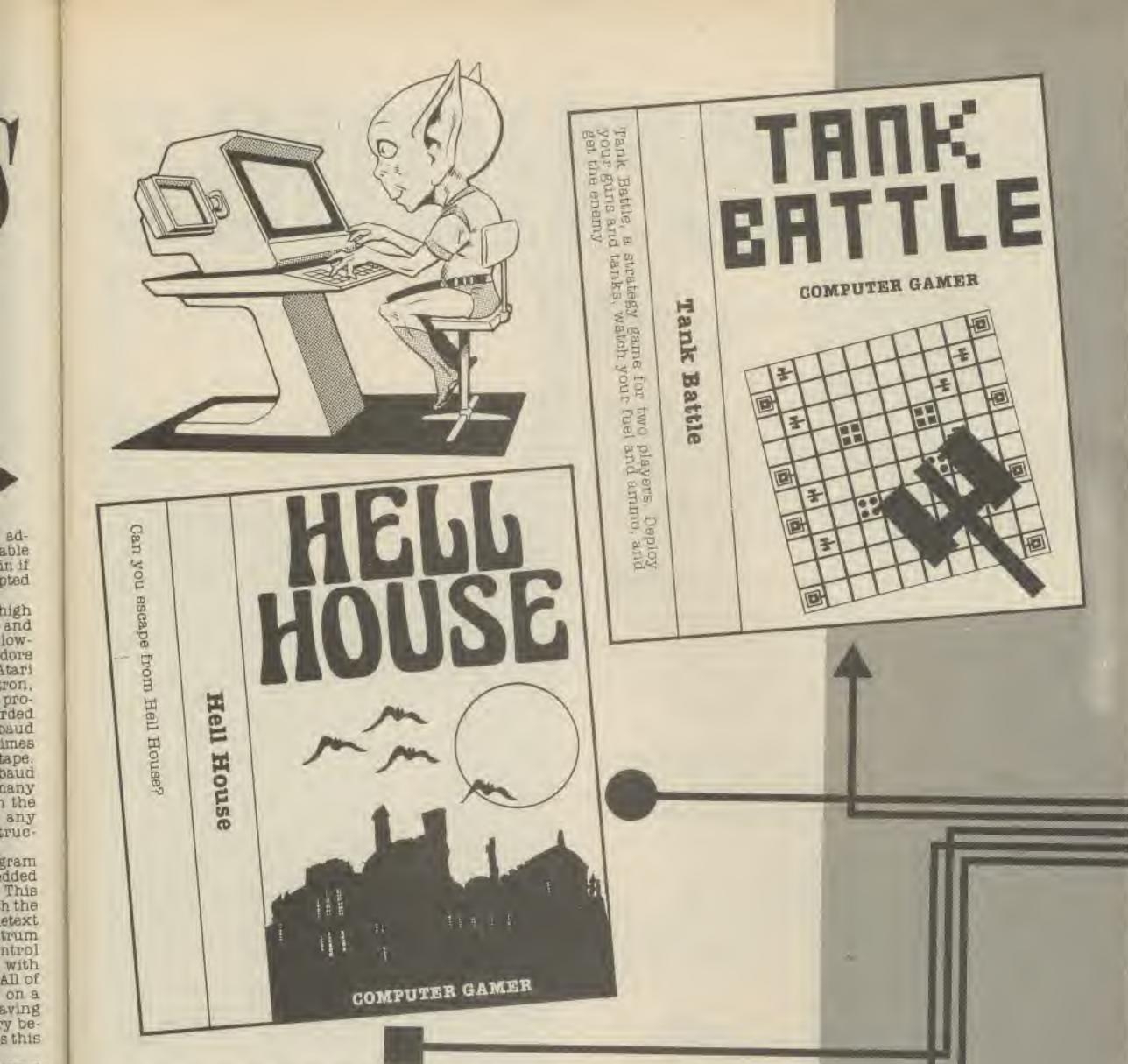
is also not printable.

For most submissions a disk is preferable, but detailed loading instructions need to be given and please do not put any protection, jamming of break/reset/restore keys etc. There's very little you can do to protect anything like that and it is just a waste of time for us to break it.

Oh yes!, we pay well for any submissions that are sent to us. Send everything with the name of the computer that the game is for on the back of the parcel/ package, to:

Program Submissions Computer Gamer 1 Golden Sq London W1R 3AB

COMPUTER GAMER SEPTEMBER 198: COM



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Program Submissions Computer Gamer 1 Golden So London W1R 3AB

Additional details:

8 1985 COMPUTER GAMER SEPTEMBER 1985



Stephen Reeves

Move through the mysterious world of Hell House, in search of gold. Be warned there are demons and dragons along the way, and they are not too fussy about what or who they eat. You have a number of commands to move through Hell House. They are:

COMMANDS: Go left Go right Go forward Examine Drop(the name of the object) Recover gold Slay(dragon or demon) Gaze-into palantir Read Inventory

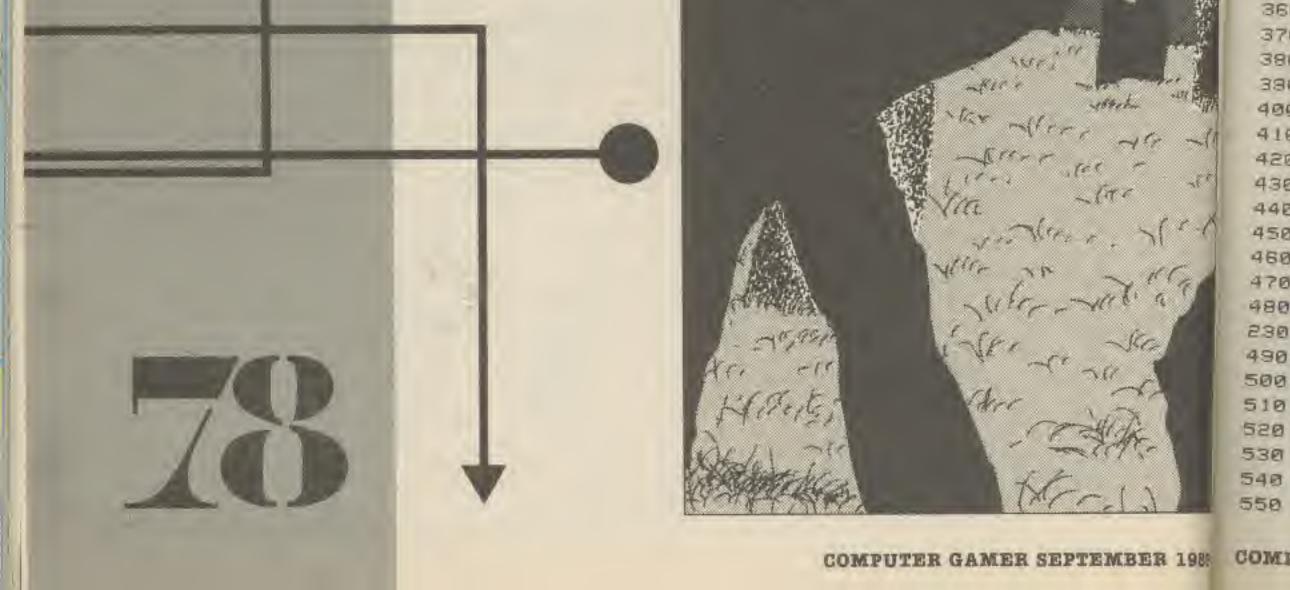
Get(name of object)

FUNCTIONS:

Move left. Move right. Move forward, Tells you what the object is. It drops the object.

Adds gold to your hoards. Only if you have a weapon. Reveals important information. Read book of spells. Tells you what strength, gold and weapons you have. Picks up given object.

> Between every command you must put a space. If you don't it will come up as 'I don't understand.'



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5 rem the new adventure of chuck 10 color4, 15, 3: color0, 8: pr intchr\$(14) 20 po=15:dimo%(3).o\$(3):tr=0 30 fori=Oto3:reados(i):next 40 datasword, staff, palantir, tailsman 50 of(int(rnd(1)*2))=1 60 print" You have entered "sprint"a "; 70 d=int(rnd(1)*4):ifd=0thenprint"In evil smelling" SØ ifd=lthenprint"homely" 30 ifd=2thenprint"dark and wet" 100 ifd=3thenprint"dark, mystic" 110 d=int(rnd(1)*4+1):ifd=lthenprint" barn" 120 ifd=2thenprint" room" 130 ifd=3thenprint" celler" 140 ifd=4thenprint" attic" 150 c=int(rnd(1)*6):print",which contains a":c1=c 160 ifc=Othenprint"mysterious object."lo=int(rnd(1)*4) 170 ifc=lthenprint"book of spells." 180 ifc=2thenprint"horde of gold." 190 ifc=3thenprint"small animal rumaging in the corner." 200 ifc=4thenprint"dragon guarding it." 210 ifc=5thenprint"demon blocking your way." 220 ifc(3andrnd(1)). Bthenprint "There is also a demon. ":c1=3 230 ifpoilthenprint "NThou art slain" :goto1010 240 ifpo(15thenpo=po+o%(3) 250 fori=0to3:ifrnd(1)).9thenpo=po-o%(i) 260 next 270 print:print "What now" inputas 280 v#="":n#="":p=l:fori=ltolen(a#) 290 ifmid\$(a\$,i,1)=" "thenp=2:goto320 300 ifp=1thenvs=vs+mids(a\$,1,1) 310 ifp=2thenn==n=+mid=(a=,i,1) 320 nexti 330 print"圖"u事" "n车"圖" 340 ifv="slay"then 560 350 ifus="go"then620 360 ifus="get"then650

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370 ifvs="examine"then680
380 ifvs="drop"then720
390 ifvs="gaze-into"then750
400 ifv年="spell"then830
410 ifus="recover"then920
420 ifv ="read"then 970
430 ifvs="inventory"then 1010
440 print"%1 don't under stand@":goto230
450 ifc)Bandrnd(1)).7thenc1=c1+1
460 for i=1to750:next
470 ifcl=landrnd(1)>.9thenprint"The roof falls in!":po=po-2:goto230
480 ifc1=2andrnd(1)).9thenprint"You fell down a hole in the floor. ":po=po-3:goto
230
490 ifc1=3thenprint"The animal keeps it's distance."
500 ifc1=4andrnd(1)). 6thenprint "The dragon advances."
510 ifc1>5thenc1=5
520 ifc1(5orrnd(1)(7then230
530 ifrnd(1)).7thenprint"He Kills you!"po=0:goto1010
540 goto230
550 print"The dragon attacks you.":po=po-int(rnd(1)*4)
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560 ifc1(3thenprint"There is no dragon, ":goto450
570 ifo%(0)=0thenprint" grou have no weapons ! "" igoto450
580 po=po-int(rnd(1)*3)
590 ifc=5andrnd(1)).6thenprint"The monster lives.":goto450
600 print "The beast is dead.":c1=0
510 doto450
620 ifcl)2andrnd(l)(cl/7thenprint"The monster won't let you.":goto450
630 ifn\${}"left"andn\${>"right"andn\${}"forward"then390
640 print"OK":goto60
650 ifn\${)o\${o}thenprint"There is no "n\$:goto450
660 o%(o)=o%+1:print"OK"
670 goto450
680 ifc1>3thenprint"This angers the beast.":cl=cl+ligoto450
690 ifc)@thenprint"There is nothing to examine.";goto450
700 print "The object turns out to be a "of(o)"."
710 goto450 720 fori=0to3:ifn=o\$(i)ando%(i)=0thenprint"You don't have a 'n\$:goto450
730 $ifn = 0 = 0 \times (i) + n = 0 \times (i) - 1 = 0 = i = i = i = i = i = i = i = i = i$
740 next:goto450
750 ifn\${}"palantir"thenprint"You can't gaze at that.":goto450
760 ifo%(2)=0thenprint"You don't have a Falantir.":goto450
770 ifrnd(1)), 3then810
The strend (10) Sthepperint "The globe remains blank, ":goto450
790 ifrad(1)).5thenprint fou find a dragon lucking in the shadows. (CI-a.gold430
800 print"You see a lot of gold in your Journeys, "igoto230
810 print"You fell weaker."
and method 11 dot d 450
830 ifo%(1)=0thenprint"You haven't the means to cast a spell.":goto230
840 ifn\$()"demon"thenprint"You can't spell that.":goto430
850 ifc1<3thenprint"There is no dragon,":goto230
860 ifrnd(1)(,8then890
860 ifrnd(1), othen030 870 print"Your spell failed.":print"It has angered the beast."::cl=cl+l:goto460
880 goto450
890 print "The spell worked.":c1=0 900 ifrnd(1)).6thenprint "But your staff snapped with the strain.":o%(1)-1
910 goto230 920 ifc<>2thenprint"There is nothing to recover.":goto450
920 ifc()2thenprint "that cannot be recovered.":90to400
940 ifc1)2andrnd(1)).3thenprint"The monster won't let you.":cl=cl+!:goto460
950 tr=tr+int(rnd(1)+101)+100

-

11

960 print*Ok*::goto230
970 ifc()Ithenprint*There is no book.*:goto450
980 ifn\$()*book*then440
990 print*You fell faint*:po=po-2
1000 goto230
1010 print*You have*po*strength*
1020 print*You have*tr*gold*:print*coins.*
1030 print*You have*fori=0to3:printo%(i)o\$(i);
1040 ifo%(i)()Ithenprint*s*;
1050 print*next
1060 ifpo>0then450

ready.

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Steve Lucas

Many years ago. I set out on a difficult and dangerous mission to find the Jewel of the East. On my travels, I came across an evil magician who persuaded the Sultan to imprison me For many years, the Sultan kept me in his dungeons, but last week ne decided to transfer me to the top of the most inhospitable mountain in the land. At the moment, I am wandering around the plateau looking for a way to escape to freedom.

Please help me in my quest by giving me instructions in the form of one or two word sentences such as "climb rope".

Hare is a list of some of the words I understand:

n,s,e,w,in,out,up,down, inventory,embark,board, bost,eat,drink,score,pray, inventory,drop,leave,put, get,take,greb,wear,give,sit, wait,read,say,speak,jump, tie,fasten,knock,throw, swim,unlock,help,quit, pull,

Just in case you get study, here are a few hints. I suggest that you don't read these unless you are really study.

- L. Don't try to get the potbery!
- 2 Prayer often works in the temple even twrice
- Weat the rubber gloves to prevent electric shocks.
- The old lady keeps asking for a cup of tea.
- 5. If you get trapped by the dog, drop some chocolates for him.
- Give the old sailer his pipe and he'll us will, ing to help you.
 If you are lost in the
- 7: If you are lost in the send dunes, you should wait for some help.



10 REM ## The Sultan's Curse ## 20 REM ## an adventure for the A estrad CPC464 ## 30 REM ## (D) Steve Lucas Februa ry 1985 ## 40 CALL &BCO2 50 MODE 1:0%=2:80RDER 22 60 xs="Mand your language please !":y\$="0.K." 70 LOCATE 12,2:PRINT"The Sultan' s Curse" 80 LDCATE 12, 3: PRINT"======== SESSER * 90 PEN 2:LOCATE 8.5:PRINT"An adv enture by S.W. Lucas" 100 FDR y=10 TO 102:MBVE 30, y:DR ANR 300,0,1:NEXT 110 FOR y=102 TO 140: MOVE 180, y: DRAWR 200-y#0.4.0.3: MOVE 180.y:D RAWR y#0.4-200.0,3 120 NEXT 130 FDR y=130 TD 170; MOVE 240. + :DRAWR 10,0,2:NEXT 140 FOR v=12 TO 30:MOVE 290, y:DR AWR 30, 0, 3: MOVE 290, y+50: DRAWR 3 0,0,3 150 MOVE 120, y: DRAWR 30, 0, 3: MOVE 60, y: DRAWR 30, 0, 3: NEXT 160 DIN 5%(60,4),q\$(60),g\$(30),b % (30), n% (30), n\$ (30), v\$ (10) 170 FOR x=1 TO 60: READ g\$(x):FO R y=! TO 4: READ 5% (x, y) : NEXT y: 5 =INT(RND(1) #1000+570) 180 SOUND 1, 5, 20, 7: NEXT x 190 DATA on a narrow plateau. Th e ground is soft underfoot. I ca n just make out a villagein the distance, 0, 0, 2, 0 200 DATA on a marrow plateau. A large rock standson the ground h ere.,0,0,3,1

210 DATA on the edge of a platea u. I can see a pile of sand un derneath me.,0,0,0,2 220 DATA in a sanddune. To the n orth there is a tall cliff. The way to the south is quarded by an evil Troll.,0,0,6,5 230 DATA lost in the sanddunes.. 5,5,5,5,on a narrow footpath lea ding through thedunes.,0,7,0,4 240 DATA outside the Wizard's co ttage. A sign on the door reads 'Spells for sale', 6, 9, 0, 0 250 DATA inside a the Wizard's c ottage. It's verysmall in here. The Wizard is sat in the chair s moking his pipe., 0, 0, 0, 0 260 DATA at the edge of the Fore st of the Elves. A small tunnel leads west.,7,11,0,10 270 DATA in a dark tunnel. The w ay west is blocked by fall

60

- The Wissri will help you if you give hun the book
- 9 To get into the cavern where the runes are, cay the magic word this is to be found uf you read the Book.
 10. Follow the instructions given by the wizard very carefully to get on
- 11. If you denide to knock on the palace door.
- make sure that you have the allver.
- Don't be tempted to jump from high places.
 Tie the rope to something rigid before climbing.
- 14. Take the key to the village, or you won't escape.
- 15 Make sure that you know both magic words

en rubble.,0,0,9,0 280 DATA in a gloomy forest.,9,1 2,13,12,in a gloomy forest.,12,1 2,11,12

290 DATA in a globay forest. The re is a large rock to the eas t with strange runes on it,0,0, 0,11

300 DATA inside a large cavern. A large carpet covers the floo r.,13,0,0,0



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310 DATA flying on a magic carpe t over a strange land., 0,0,0,0 320 DATA on the steps of the Sul tan's palace., 23, 19, 0, 17 330 DATA in a narrow cobbled str eet lined with stalls. A begga r sits with his bowl between his legs., 0, 0, 16,0 340 DATA putside the Sultan's Ha rem. The door is heavily guarded ..0.0,19,0 350 DATA in a busy market square ...16.21.20.18 360 DATA at the end of the marke t square. There are fewer stall s here. A man with a dog on a le ad leans in a doorway snoking a cigarette.,0,0,0,17 370 DATA in a wide street leadin g to the town gates. A shopke eper is busy brushing thepavemen t., 19, 22, 0, 0 380 DATA at the town gates. They are locked at the moment., 21, 0.0.0 390 DATA in the entrance hall to the Sultan's Falace. A large white door is guarded bytwo eun uchs., 0.16,0,0 400 DATA inside the Sultan's pal marble statue s ace. A large tands in the middle of the roo z. A small door leads North., 25, 0,23,0 410 DATA in a small library. The sultan is sitting in a ch air reading a book.,0,24,0,0 420 DATA on a wide and dusty roa d. To the west lies the town. The gates are locked!.0.0.27,0 430 DATA at a crossroads of a wi de e/w road and anarrow n/s road A signpost points norhtbut the writing has faded., 30, 29, 28, 26 440 DATA on a wide e/w read. The road to the eastenters a large tunnel which has two steel d pors acress its entrance., 0.0,0, 27 450 DATA outside the caverns of Kraaspala. 27.0,0,0 460 DATA outside a small temple. A large lever protrudes from a slot in the wall.,0,27,0,31

470 DATA inside the temple. The door has closed behind me.,0,0, 0.0 480 DATA in the anteroom of Kraa spala.,0,35,33,0 490 DATA "in the caverns of Kraa spala, Passages lead east, wes t and south. A steel door has cl osed to the north. ".0,36,34,32 500 DATA in a gloomy corridor. A glimmer of lightcan be seen to the north., 38, 37, 0, 33 510 DATA at the top of the snake -pit. I can see adoor leading ea st from the pit., 32,0,36,0 520 DATA in the carven-room of L ivinska, 33, 0, 37, 35 530 DATA in a large cavern lined mercury. It's v with solid ery cold (and dangerous) in here 1.34.0.0.36 540 DATA in a cavern with a larg e glass statue inthe centre. A b eam of light from above makes t he statue glow. . 0, 34, 39,0 550 DATA in a wide corridor whic h is lined with stainless steel .,0,40,0,38 560 DATA at the entrance to a sm all building in the middle of a vast cavern., 39,0,0,0 570 DATA in a small hallway. A h atstand stands atone side of a s mall staircase.,0,42,0,0 580 DATA in a small living room. An old lady sitsin a rocking ch air.,41,0,0,0 590 DATA at the top of a flight of stairs. A large chest of draws stands outside a door.,0 ,44,0,0 600 DATA in a small bedroom. A w indow looks out into the cavern of darkness., 43, 0, 0, 0 610 DATA in the snake pit. There is a doorway to the east but an enormous python blocks my way. .0.0.0.0 620 DATA in a dimly lit cavern. A slight breeze comes from the south., 0, 47, 45, 48 630 DATA in a large cavern. Ther opening in the e is a wide wall. A gentle breeze blows i n. Through the opening I can see a village in darkness., 46, 0, 0, 0 640 DATA in a dark corridor. I c an hear a strangenoise in the di stance., 50, 49, 46.0 650 DATA at a dead end. A metal grille is set into the floor here. ,0,0,0,0

Sultan's 660 DATA on the shores of a subt erranean lake. It's too dark t o see across the water..0,48,0,0 670 DATA on some steps leading d own into dark waters.,56,52,0 ,54 680 DATA on a footpath at the si de of a dark lake.,51,53,0,0 690 DATA on an underground puays ide. Small boats are moured here .,52.0.0,0 700 DATA in a small fishing will age. A man standslooking at me., 0.55.51.0 710 DATA outside the village sho z. It's locked atthe moment. A s ign hangs in the window "Back i c 5 minutes', 54, 0, 0, 0 720 DATA on a small footpath lea ding out of the cavern into bri ght davlight. A large boat is moored here, 58.51,0,0 730 DATA sailing away to safety on a large boat. 0.0.0.0 740 DATA on a footpath along the side of a steep cliff. The path leads into a cavern to the sou th.,0,56.0,59 750 DATA on a narrow path at the steep cliff. La bottom of a rge waves from the sea spray m e with salty water., 0, 60, 58,0 760 DATA outside a small cottage set into the cliff. A large dog snarls at me., 59,0,0,0 770 FOR x=1 TO 30:READ g\$(*),b%(x) = n=(x) = n2(x)=x=NEXT x 780-5%=2:CLS 790 WHILE DX()57 BOO PEN 1:PRINT:PRINT*1 am :-*:P EN 2: PRINT 45(p%) B10 IF DX=49 AND SK=0 THEN PRINT "A vicious dog bars my way north 820 PEN 1: PRINT: PRINT I can go : -":PEN 2 830 as="":IF s%(p%,1)>0 THEN as= "North" 840 IF s%(p%,2))0 AND LEN(a\$))0 THEN as=as+", South" ELSE IF s%(p %,2100 THEN as="South"

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INT INT 105 DS INT RIN 106 PRI 1070 EN B 1080 ELS RES 10.90 EN P 1100 15 1110 1120

CON

1020 CLS: IF (b\$="n" DR d\$="go n") AND 5%(p%,1)>0 THEN p%=5%(p%,1):PRINT"O.K, " ELSE IF b\$="n" THE N PRINT*Sorry'" 1030 IF (b\$="s" DR d\$="go s") AN D 5%(p%,2))0 THEN p%=5%(p%,2):PR INT"C.K." ELSE IF b\$="5" THEN PR INT"Sorry!" 1040 IF (b\$="e" OR d\$="go e") AN D 5%(p%,3)>0 THEN p%=5%(p%,3):PR INT"D.K." ELSE IF b#="e" THEN PR INT*Sorry!" 1050 IF (b\$="W" DR d\$="go w") AN D \$%(p%,4);0 THEN p%=5%(p%,4);PR INT"D.K." ELSE IF b#="w" THEN P RINT Sorry!" 1060 IF b\$="bi" DR b\$="fu" THEN PRINT X# 1070 IF c\$="out" OR c\$="oo o" TH EN GOSUB 1840 1080 IF c\$="iny" THEN 505UB 1750 ELSE IF c#="bca" OR d#="oo b" 0 R c\$="emb" THEN GDSUB 2350 1090 IF cs="eat" OR cs="dri" TH EN PRINT"Not just yet!" 1100 IF c#="scc" THEN PRINT"This is no game you know!" 1110 IF cs="pra" THEN GOSUB 1790 1120 IF c#="in" OR d#="go 'i" THE

920 PRINT a\$:PEN 1:PRINT 930 IF se=1 THEN PRINT"The sailo r is following we!":PRINT 940 e=0:FOR x=1 TO 30 950 pp%=0:IF b%(x)=p% THEN pp%=1 960 IF pp%=1 THEN 980 970.NEXT:GOTO 1000 980 IF e=0 THEN PRINT"Things I c an see :-":PEN 2 990 PRINT g\$(x):e=1:GOTO 970 1000 PEN 1:PRINT:PRINT"What shou 1d I do now "::PEN 2:INPUT z\$ 1010 z\$=LOWER\$(z\$):b\$=LEFT\$(z\$,2):c\$=LEFT\$(z\$,3):d\$=LEFT\$(z\$,4) 1020 CLS:IF (b\$="n" OR d\$="go n") AND s%(p%,1)>0 THEN p%=%(p%,1)):PRINT"O.K," ELSE IF b\$="n" THE

B90 IF pX=41 THEN a\$=a\$+",Up" EL SE IF pX=45 THEN a\$="Up" 900 IF pX=45 AND si=1 THEN a\$=a\$ +",West" ELSE IF pX=35 OR pX=43 THEN a\$=a\$+",Down" 910 IF a\$="" THEN a\$="I know not where!"

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850 IF s%(p%,3))0 AND LEN(a\$))0 THEN a\$=a\$+",East" ELSE IF s%(p% ,3))0 THEN a\$="East" 860 IF s%(p%,4))0 AND LEN(a\$))0 THEN a\$=a\$+",West" ELSE IF s%(p% ,4))0 THEN a\$="West" 870 IF p%=7 OR p%=40 DR p%=30 OR p%=29 THEN a\$=a\$+",In" 880 IF p%=8 OR p%=31 THEN a\$="Ou t" ELSE IF p%=41 THEN a\$=a\$+",Ou



N SDSUB 1890

1130 IF c#="dro" OR c#="lea" OR

1140 IF c\$="get" DR c\$="tat" DR

1150 IF c#="wea" THEN GOSUB 2110

c#="put" THEN SOSUB 1980

c\$="gra" THEN GOSUB 1370

ELSE IF cs="giv" THEN GOSUB 217 0 1160 IF cs="sit" THEN GOSUB 2460 ELSE IF c\$="wai" THEN GOSUB 253 0 1170 IF cs="rea" THEN GOSUB 2570 ELSE IF c\$="say" OR c\$="spe" TH EN GOSUB 2610 1180 IF :#="jum" THEN 60SUB 2670 ELSE IF c\$="dow" DR d\$="go d" T HEN BOSUB 2690 ELSE IF cf="cli" THEN GOSUB 2710 1190 IF c#="tie" DR c#="fas" THE N GOSUB 2730 1200 IF c\$="kno" THEN GOSUB 2790 ELSE IF c\$="thr" THEN GOSUB 289 0 1210 IF c\$="up" OR d\$="go u" THE N EDSUB 2940 ELSE IF c#="swi" TH EN GOSUB 3010 1220 IF c\$="un1" THEN GOSUB 2970 ELSE IF c\$="hel" THEN PRINT*I'm sorry I haven't a clue!" 1230 IF c\$="qui" THEN e\$="You qu it, what a coward!":605UB 1960 1240 IF c\$="pul" THEN GOSUB 3140 1250 WEND 1260 CLS:LOCATE 10.2:PEN 3:PRINT "Well Done": PEN 1: PRINT: P RINT"You have boarded ship and s ailed away to freedom!":END 1270 DATA a stout rope, 1, rope, a flowering shrub, 2, shrub, a small lizard, 5, lizard 1280 DATA a few toadstools, 11, to

AMSTRAD 1340 DATA a small tree, 6, tree, a silver chalice, 31, chalice, a stal lholder, 17, stallholder 1350 DATA a dead rat, 49, rat, a cu p of tea, 44, tea, a piece of broke n pottery, 33, pottery 1360 DATA a sharp knife, 20, knife ,a basket, 18, basket, a pair of sh oes, 41, shoes 1370 GDSUB 1680:REM check item 13BO IF 12()1 THEN RETURN 1390 e%=0;FOR x=1 TO 30 1400 IF bZ(x)=pZ AND nZ(r)=x THE N e%=1 1410 NEXT: IF ex=0 THEN PRINT 1 d on't see it here!":RETURN 1420 IF r=1 THEN aa=1 1430 IF r=2 THEN ab=1 1440 IF r=3 THEN ac=1 1450 IF r=4 THEN ad=1 1460 IF r=5 THEN ae=1 1470 IF r=6 THEN PRINT"It's too heavy to lift!":RETURN 1480 IF r=7 THEN af=1 1490 IF r=8 DR r=9 THEN PRINT"Th e stall holder demands his money L":RETURN 1500 IF r=10 THEN ag=1 1510 IF r=11 OR r=14 OR r=15 OR r=18 DR r=20 DR r=22 OR r=24 THE N PRINT"Don"! be ridiculous!":RE TURN 1520 1F r=12 THEN ah=1 1530 IF ==11 THEN a1=1 1540 IF r=16 AND SC()1 THEN PRIN T"The old lady won't let me take her pet!"; RETURN 1550 IF r=16 THEN aj=1 1560 IF r=17 THEN ak=1

1310 DATA an old sailor,55,sailo r,a pipe full of tobacco,53,pipe ,a large sail,60,sail,a cobweb,4 6.cobweb 1320 DATA a dangerous python,45, python,a little bird in a cage,4 2.bird,a pair of rubber gloves,2 8.gloves,a large lever,30,lever 1330 DATA a silver coin,9,coin,a large knocker,23,knocker,a box of chocolates,25,chocolates

adstools, a book of spells, 7, book

1290 DATA a magit carpet. 14, carp

1300 DATA a new broom, 19, broom, a

can of oil, 19, oil, a golden key,

et,a golden lamp, 8, lamp

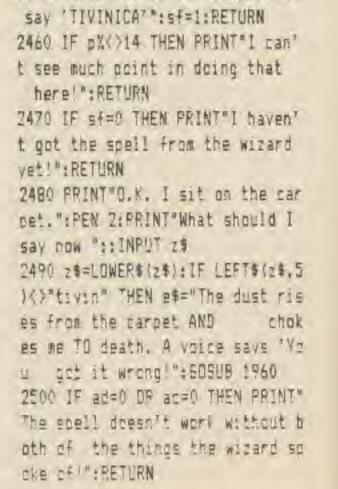
10,key

1570 IF r=19 THEN am=1 1580 15 r=21 THEN an=1 1590 IF r=20 THEN ap=1 1600 IF r=25 THEN PRINT Not like 1v!":RETURN 1610 IF r=26 THEN ap=1 ELSE IF r =29 THEN as=1 ELSE 1F r=30 THEN at=1 1620 IF #=27 THEN ##="1 sut my H rists on the octtery and bleedto death..... Aaaaaggggghhhhhhhh" : GOSUB 1940 1630 IF r=29 THEN ar=1 1640 e%=0:FOR h=1 TO 4:1F vs(h)= ** THEN v\$4x1=0\$(n%(r*);=%=1;x=6 1650 NEXT: IF eX=0 THEN PRINT Sor ry. My Mands are Full!":RETURN 1660 5%(n%(r))=0 1670 RETURN

1680 1\$="":FDR h=1 TO LEN(2\$) 1690 1F MID\$(z\$,h,1)=" " THEN 1\$ =E16HT#(z#,LEN(z#)-h):h=1000 1700 NEXT: =0 1710 IF LEN(1\$) (2 THEN RETURN 1720 FOR x=1 TO 30:1F LEFT\$(8\$(x 1.LEN(1\$))=1\$ THEN 1%=1:r=x 1730 NEXT 1740 RETURN 1750 e%=0:PEN 1:PRINT"I am carry ing :-": PEN 2: FOR x=1 TO 4: IF V\$ (x) (> " THEN PRINT v\$(x): eX=1 1760 NEXT 1770 IF e%=0 THEN PRINT Not a th ing!" 1780 PEN 1:RETURN 1790 PEN 2: PRINT*0.K....*: FOR x= 1 TO 1000:NEXT x 1800 IF s%()31 THEN RETURN 1810 IF sa=0 THEN PRINT"The door opens!!!!":sa=1:q\$(31)=LEFT\$(q\$ (31), 18);RETURN 1820 PRINT"A magic carpet appear s and carries se away. It stop s on the steps of the palac e." 1830 p%=23:PEN 3:PRINT"The carpe t flies off.":RETURN 1840 IF p%=8 THEN p%=7:PRINT y\$: RETURN 1850 IF p%=41 THEN p%=40:PRINT y #:RETURN 1860 IF p%()31 THEN PRINT"Don"t be stucid!":RETURN 1870 IF sa=0 THEN PRINT"The door is locked!":RETURN 1880 p%=IO:PRINT y\$:RETURN 1890 IF p%=7 THEN PRINT v\$:p%=8: RETURN 1900 IF 5%=40 THEN PRINT V\$:5%=4 1:RETURN 1910 IF p%=29 THEN PRINT V\$:p%=3 3:PRINT The door closes behind . e!":RETURN 1920 IF p%=26 THEN PRINT"The gat es are locked and the peasants are throwing eggs at se from ab DVE!":RETURN 1930 IF p%(>30 THEN PRINT"Not he re! RETURN 1940 IF sb(01 THEN PRINT"The dop r's locked!":RETURN 1950 0%=31:PRINT Y\$:RETURN 1950 PRINT es:LOCATE 1.20:PRINT* Would you like to play again (Y/ NY ?* 1970 a#=1NKEY#; a#=LOWER#(a#):IF as="y" THEN RUN ELSE IF as="n" T HEN END ELSE 1970 1980 EDSUB 1680:1F 12()1 THEN PR INT"I'm not carrying a ":1#:RET URN

1990 e%=0;FDF d=1 TD 4 2000 IF v\$(d)=g\$(n%(r)) THEN v\$(. d)="":e%=1 2010 NEXT: IF eX=0 THEN PRINT"I's not carrying it ":RETURN 2020 b%(n%(r))=b% 2030 IF r=1 THEN aa=0 ELSE IF r= 2 THEN ab=0 ELSE IF r=3 THEN ac= O ELSE IF r=4 THEN ad=0 2040 IF r=5 THEN ap=0 ELSE IF r= 7 THEN af=0 ELSE IF r=10 THEN aq =0 ELSE IF F=12 THEN ah=0 2050 IF r=13 THEN ai=0 ELSE IF r =16 THEN aj=0 ELSE IF r=17 THEN ak=0:sd=0 2060 IF r=19 THEN am=0 ELSE IF r =21 THEN an=0 ELSE IF r=22 THEN 0=0s 2070 IF r=21 AND c%=49 AND sk=0 THEN sk=1:PRINT*The dog prabs a couple of chocolates andruns awa v1":5%(49.1)=48 2080 IF r=26 THEN ap=0 ELSE IF r =28 THEN ar=0 2090 IF r=29 THEN as=0 ELSE IF r =30 THEN at=0 2100 RETURN 2110 IF ak()1 THEN PRINT"I have acthing to wear";RETURN 2120 EDSUB 1680: IF r()17 THEN PR INT"I can't wear that!":RETURN 2130 PRINT"D.K... I wear the glov es!":sd=1:RETURN 2140 IF p%(>30 THEN PRINT"I can" t cull anything here!":RETURN 2150 IF sd()1 THEN ##="0.K....A bolt of electricity hits me. I am dead 1111":505UB 1960 2160 PRINT"The door opens...";sb =1:RETURN 2170 GOSUB 1680 2180 IF r=25 THEN GOSUB 2220: RET URN 2190 1F r=12 THEN GOSUB 2290; RET URN 2200 IF r=5 THEN GDSUB 2380: RETU RN 2210 PRINT"I don't see much poin t in doing that!":RETURN 2220 IF p%()42 THEN PRINT"Dun"t be silly!":RETURN 2230 IF ap(>1 THEN PRINT"I haven 't act it!":RETURN 2240 PRINT"The old lady smiles a t me and says Thank you. Y ou can borrow my little bird if you promise to return it. It will come in useful!!" 2250 FDR x= 1 TO 4 2260 IF v\$(x)=g\$(26) THEN v\$(x)= 臣祥

2270 NEXT 2280 sc=1:RETURN 2290 IF p%()55 THEN PRINT"There isn't much point in doing that!" :RETURN 2300 IF sh=0 THEN PRINT"I don't have the pipe!":RETURN 2310 ah=0:PRINT"The sailor thank s me and says to me '1'll co me with you and show you how to escape from here. ":se=1 2320 FOR x=1 TO 4: IF v\$(x)=g\$(12) THEN V\$ (x) = "" 2330 NEXT 2340 RETURN 2350 IF p%()56 THEN PRINT"I can' t do that here!":RETURN 2360 IF se(1 THEN PRINT"A deck h and comes to the side and throws me off!":RETURN 2370 p%=57: PRINT V\$: RETURN 2380 IF pX()B THEN PRINT*1 see n o point in giving that away here !":RETURN 2390 IF ae(>1 THEN PRINT"I am no t carrying it!";RETURN 2400 PRINT The wizard takes it f rom me and smiles, saving 'Thank s for this just wait a momen t whilst I look up some useful spells for you." 2410 FOR x=1 TO 2000:NEXT 2420 PRINT"'Here it is', he says .'make sure you are carrying som e toadstools and a small liza rd or it won't work'" 2430 FOR x=1 TO 4:1F v\$(x)=q\$(5) THEN v\$ (x) = "" 2440 NEXT 2450 PRINT"Sit on the carpet and



2710 k my 2720 . It h th soft 2730 ":RE 2740 nat N 2750 o thi edge 2760 THEN 2770 5 tie ver t

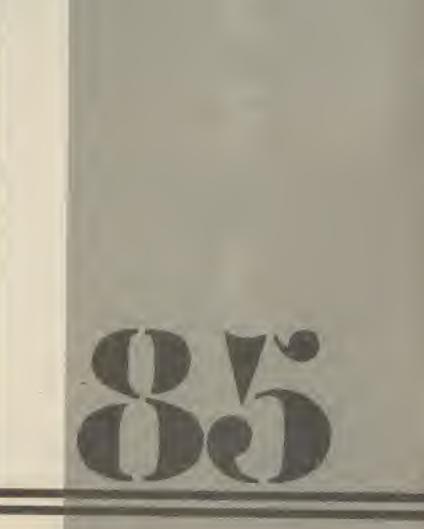
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2510 9%=15 2520 BETURN 2530 PRINT VM ... "+FOR H=1 TO 2 ODO: NEXT 2540 IF pX=5 THEN PRINT"The wiza rd comes to get me and takes me back to his cottage.":p%=8:RETUR 2550 IF p%=15 THEN p%=16:PRINT"T he carpet lands and I get off it It flies away again." 2560 RETURN 2570 IF ag=0 THEN PRINT"I have n othing to read!":RETURN 2580 PRINT"The first page reads ":PEN 2:PRINT"'At the cave of ru nes say the magic word'ABRACADAB RAZZE 2590 PEN 1: PRINT"The rest of the writing is in a strange languag e and needs translating!" 2600 RETURN 2610 PRINT V\$ 2620 PRINT"What should I say ":: INPUT z\$:z\$=LOWER\$(z\$) 2630 IF p%()13 THEN PRINT"Nothin g happens!":RETURN 2640 IF LEFT\$ (z\$, 51<>"abrac" THE N PRINT "Nothing happens!":RETURN 2650 PRINT "The cave door opens": s%(13,2)=14:0\$(13)="at the entra nce to a strange cavern" 2660 RETURN 2670 IF p%64 THEN es="I fall and break my neck!": 60SUB 1960 2680 PRINT"That wasn't much use! ":RETURN 2690 IF p%=35 THEN p%=45: PRINT v \$: RETURN ELSE IF p%=43 THEN p%=4 1:PRINT VS:RETURN 2700 IF p%)3 THEN PRINT not here !":RETURN 2710 IF sg=0 THEN PRINT"I'd brea k my neck!":RETURN 2720 PRINT"I climb down the rope . It breaks just before I reac h the ground, but I fall into soft sand. ":p%=4:RETURN 2730 IF aa=0 THEN PRINT"I can't! ":RETURN 2740 IF p%()2 THEN PRINT There's nothing to fasten it to ":RETUR 2750 sg=1:PRINT"I tie the rope t a the rock and lower it over the edge." 2760 FDR x=1 TO 4:1F v\$(x)=g\$(1) THEN V\$ (x)="" 2770 NEXT:q\$(2)=q\$(2)+" A rope i s tied to the rock and hangs o ver the edge."

2780 RETURN 2790 IF p%()23 THEN PRINT "Not he re!":RETURN 2800 IF shoo THEN PRINT"I've air eady done It!":RETURN 2810 PRINT "Knock, Knock, ": SOUND 1,270,10,7:FOR x=1 TO 200:NEXT x :SOUND 1,270,10,7 2820 FOR x=1 TO 1000:NEXT x:PRIN T"I hear spaebody coming." 2830 FOR x=1 TO 1000;NEXT x 2840 1F ac=0 THEN es="The door o pens and a guard grabs me by th e throat, 'Where's the chalice . you little thief "", he says a s he stranglesme":50SUB 1960 2850 FOR x=1 TO 4:1F v\$(x)=o\$(23) THEN V\$(x)="" 2860 NEXT: PRINT" The guard answer s the door and says ":PEN 2 2870 PRINT"Thank you for returni Do come in," ng the chalice. 2880 5%(23,4)=24;RETURN 2890 EDSUB 1680; IF r()16 THEN PR INT"I's not throwing a ":1\$:RETU RN 2900 IF p%()45 THEN PRINT"!'m no t throwing the poor little bird here!":RETURN 2910 PRINT"The bird flies at the python and drives it away. It t hen flies off to the old lady. ":q\$(15)="": 2920 q\$(45)=LEFT\$(q\$(45),17);si= 2930 5% (45,4)=46: RETURN 2940 IF a%=41 THEN p%=43; PRINT y \$:RETURN ELSE IF pZ=45 THEN pZ=3

AMSTRAD

5: PRINT VS: RETURN 2950 IF p%=4 THEN PRINT"The rope 's broken!";RETURN 2960 PRINT"I can't do that here! ":RETURN 2970 IF ag()1 THEN PRINT"I have na key!":RETURN 2980 IF p%()22 THEN PRINT*I can' t do that here!";RETURN 2990 PRINT"I unlock the gate and walk out. The villagers clo se and bolt it.behind me" 3000 p%=26:RETURN 3010 IF p%=50 THEN p%=51: PRINT y \$:RETURN 3020 IF p%=51 THEN p%=50: PRINT y \$: RETURN 3030 PRINT"Don't be ridiculous!" RETURN



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10 20 30 17 :R 40 50 60 4: 13 70 RUI 01, 80 20, 90 00 100 100 ,1: :PA 2,3 DOW NW ERI 110 120 ECK. TIME 130 140 +1+5 150 EN 1 160 +i,p RINT 170 1 180] 1000 190 1 TO 10 200 0 *: CLS

32,6:

#4,0;

M":CL

210 F

er (i)

=0:+1

220 R

shuffled and they are only shuffled again if somebody gets a pontoon. Used cards are placed back under the pack. This allows good pontoon players to remember what cards are likely to turn up next, Each round you are

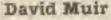
Each round, you are dealt a card and you bet on it. Then you can stick, twist or buy. You cannot stick on less than 16. Aces can be called 11 or 1. If you go over 21, you bust and the banker wins. You cannot buy a card for more than your initial stake or minimum subsequent bet. If you twist, you don't pay but you cannot buy subsequent cards. Arnold recognizes five card tricks and true pontoons (an ace and a picture card). But he does not allow the splitting of a pair of aces in a hand, (That would be very difficult to pro-gram). Arnold does not cheat! He knows if you have a 5 card hand and will try for 5 himself, otherwise his playing technique has nothing to do with the contents of your hand. If you and Arnold hold hands of equal value then Arnold wins.

to be meaningful.

Memory locations 40000 to 40051 are used to store the pack in the form of numbers 1 to 52. Each time a card is drawn from location 40000, the rest of the numbers are all moved up one location. At the end of a round, for the number of cards used, the numbers are POKEd to the bottom, starting at 40051 and working backwards.

The shuffling routine generates 52 numbers at random, none of them





Welcome to Arnold's gambling saloon and a friendly game of Fontoon. The computer is the dealer and banker. You have 100 pounds to gamble. Arnold is not very rich so you only have to increase this to 500 pounds to break the bank. But it will not be easy because Arnold plays a cunning game of Pontoon.

The game is menu driven. First the cards are The program is written as a number of short distinct routines headed by REMarks to make it easier to follow. Important variable names are chosen equal, in a short time. It will work for any number and could be useful in other programs — eg filling out a football coupons.

The program is made by comprehensive errortrapping and the need to check for illegal bets and moves by the player. Flags are set and reset to check for such things as: Is it a pontoon? Has the player twisted? Is there a ten in his/her hand? (if there is its not a pontoon). Can the player or computer stick? Should the aces be called 11 or 1? Has the player or the computer bust?

If readers enjoy the program and are competent programmers, they might like to add subroutines to improve the graphics of the cards which have been kept simple to save too much typing in.

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10 GDTO 50 20 REM wait for player input 30 PRINT #6, "PRESS ANY KEY"+CHR\$ (7);:WHILE INKEYS="":WEND:CLS #6 :RETURN 40 REM set up 50 GOSUB 1110 60 MEMORY 40000: INK 0,18: INK 1,2 4: INK 2,6: INK 3,1: MODE 1: BORDER 13 70 back\$=" "+STRIN6\$(3,187)+" ": numes="A23456789TJQK":DIM card(1 0), posi (10,2), number (10) 80 DATA 2,12,2,2,8,12,8,2,14,12, 20,12,26,12,14,2,20,2,26,2 90 RESTORE 80: FOR i=1 TO 10: READ posi(i,1),posi(i,2):NEXT:money= 100 100 WINDOW #2,32,38,4,4:PAPER #2 1:PEN #2,6:WINDOW #3,2,22,24,24 :PAPER #3,1:PEN #3,6:WINDOW #4,3 2,38,8,8:PAPER #4,1:PEN #4,6:WIN DOW #5,32,38,12,12:PAPER #5,1:PE N #5,6:WINDOW #6,24,38,24,24:PAP ER #6,1:PEN #6.6 110 REM shuffle 120 CLS: PEN 3: PRINT "SHUFFLING D ECK":DIM pack(51):n=1:RANDOMIZE TIME 130 num=INT(RND*52) 140 IF pack(num)()0 THEN num=num +1+52*(num=51):60TO 140 150 pack(num)=n:n=n+1:1F n(53 TH EN 130 160 n=40000:FOR i=0 TO 51:POKE n +i,pack(i):NEXT:ERASE pack:CLS:P RINT "PACK SHUFFLED": 605UB 30 170 REM new deal 180 IF money=0 THEN lost=-1:60T0 1000 190 IF money >= 500 THEN won=-1:60 TO 1000

230 FOR n=1 TO 4:605UB 670 240 WINDOW #1,posi(n,1),posi(n,1)+4, posi(n,2), posi(n,2)+8: PAPER #1,1:CLS #1 250 IF n=2 OR n=4 THEN PEN #1,3: PRINT #1, SPACE\$(5); back\$; back\$; b ack\$;back\$;back\$;back\$;back\$; 260 IF n=1 THEN GOSUB 790: GOSUB 830 270 IF n=3 THEN GOSUB 790: GOSUB 690 280 IF n=3 THEN IF ten=0 THEN IF number (1) +number (3)=21 THEN pon toon=-1 290 IF n=3 THEN IF number(1)+num ber(3)=21 THEN tw1=-1 300 NEXT:n=4:1F twi OR pontoon T HEN 370 ELSE flag=-1 310 GOSUB 870:1F NDT flag THEN 3 70 ELSE n=n+1:60SUB 670:WINDOW # 1,posi(n,1),posi(n,1)+4,posi(n,2),posi(n,2)+8:PAPER #1,1:CLS #1: GOSUB 790: GOSUB 690: 1F bust THEN 340 ELSE 1F n=7 THEN fivec=-1:f lag=0 320 GOTO 310 330 REM player bust 340 CLS #3:PRINT #3, "BUSTED!":60 SUB 30 350 FDR i=1 TO n:POKE 40052-i,ca rd(i):NEXT:GOTO 180 360 REM computer play 370 bust=0:ten=0:ace=0:FOR n=2 T 0 4 STEP 2:WINDOW #1,posi(n,1),p osi(n,1)+4,posi(n,2),posi(n,2)+8 :PAPER #1,1:CLS #1:60SUB 790 380 IF n=4 THEN IF ten=0 THEN IF number (2) +number (4)=21 THEN cpo nt=-1 390 NEXT

+8:PAPER #1,1:CLS #1:605UB 790:6 OSUB 480 440 IF bust THEN 1050 ELSE IF n= 10 THEN cfivec=-1:60TO 570 450 IF NOT fiver THEN IF ctotal> 15+INT (RND#3) THEN 570 460 GOTO 430 470 REM check if computer bust 480 ctotal=0:ace=0 490 FOR i=2 TO 10: IF i=3 DR i=5 OR 1=6 OR 1=7 THEN 520 500 IF number(i)=11 THEN ace=ace +1 510 ctotal=ctotal+number(i) 520 NEXT:check=ace 530 IF ctotal(22 THEN RETURN 540 IF check=0 THEN bust=-1:RETU RN 550 ctotal=ctotal-10;check=check -1:60TO 530 560 REM who's won? 570 CLS #3:PRINT #3, "DEALER STI CKS":60SUB 30:win=0 580 IF cpont THEN shuffle=-1:cpo nt=0:60T0 630 590 IF pontoon THEN shuffle=-1:p ontoon=0:double=-1:CLS #3:PRINT #3, "PONTOON PAYS DOUBLE":: GOSUB 30:GOTO 630 600 IF cfivec THEN cfivec=0:60T0 630 610 IF fivec THEN fivec=0:double =-1:CLS #3:PRINT #3, "FIVE CARD P AYS DOUBLE";:GOSUB 30:GOTO 630 620 IF ctotal(ptotal THEN win=-1 630 IF double=-1 THEN double=0:m oney=money+stake#3:60T0 1080 640 IF win=-1 THEN win=0:CLS #3: PRINT #3, "YOU WIN";: GOSUB 30:mon ey=money+stake#2:60T0 1080 650 CLS #3:PRINT #3, "YOU LOSE";: GOSUB 30:60TO 1080 660 REM take a card and move res t of pack up 670 card(n)=PEEK(40000):FOR i=40 000 TO 40050: POKE i, PEEK (i+1): NE XT: RETURN 680 REM check if player bust or

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ne proipetent might ines to ics on ve been ve too

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200 CLS:LOCATE 32,2:PRINT *MONEY *:CLS #2:PRINT #2,money;:LOCATE 32,6:PRINT *STAKE*:CLS #4:PRINT #4,0;:LOCATE 32,10:PRINT *MAXIMU M*:CLS #5:PRINT #5,*ANY*;:CLS #6 210 FOR i=1 TO 10:card(i)=0:numb er(i)=0:NEXT:ace=0:pontoon=0:tw1 =0:fivec=0:stick=-1:bust=0:ten=0

220 REM play

400 IF cpont THEN 570 410 IF NOT fivec THEN IF number(2)+number(4)>15+INT(RND*3) THEN IF number(2)+number(4)(22 THEN 6 OSUB 480:60TO 570

420 n=7

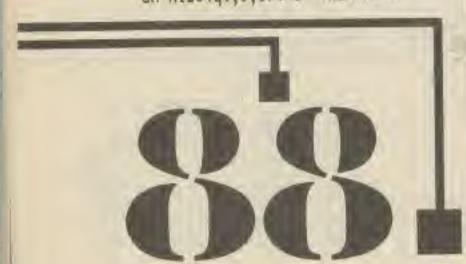
430 CLS #3:PRINT #3, "DEALER TAKE S ONE MORE";:60SUB 30:CLS #3:n=n +1:60SUB 670:WINDOW #1,posi(n,1) ,posi(n,1)+4,posi(n,2),posi(n,2)



690 ptotal=0:ace=0:stick=-1 700 FOR i=1 TO 10 710 IF number(i)=11 THEN ace=ace +1 720 ptotal=ptotal+number(i) 730 NEXT: check=ace 740 IF ptotal(16 THEN RETURN 750 IF ptotal(22 THEN stick=0:RE TURN 760 IF check=0 THEN bust=-1:RETU RN 770 ptotal=ptotal-10:check=check -1:60TO 740 780 REM print card 790 suit=INT((card(n)-1)/13):PEN #1, (3+(suit=1 OR suit=2)):num=c ard(n)-13*suit:PRINT #1,MID\$(num e\$,num,1):PRINT #1,CHR\$(226+suit):LOCATE #1,5,8:PRINT #1,CHR#(22 6+suit);:LOCATE #1,5,9:PRINT #1, MID\$(nume\$,num,1); 800 IF n(5 THEN IF num=10 THEN t en=-1 810 number(n)=num+(num-10)*(num) 10)-10#(num=1);RETURN 820 REM starting stake 830 ELS #3:PRINT #3, "INPUT STAK E=+CHR\$(7); 840 INPUT #3,q#:k=0:FOR i=1 TO L EN(q\$): IF MID\$(q\$,1,1)>"9" OR MI D\$ (q\$,1,1) <"0" THEN k=-1 850 NEXT: IF k=-1 THEN 830 ELSE q =VAL(q\$): IF g>money THEN 830 ELS E IF q=0 THEN 830 ELSE start=q:s take=q:CLS #4;PRINT #4,start;:so ney=money-start:CLS #2:PRINT #2, money;:CLS #3:CLS #5:PRINT #5,st art:RETURN 860 REM player twist buy or stic k? 870 IF n=7 THEN flag=0:RETURN BBO CLS #3:PRINT #3, "BUY, TWIST

AMSTRAD 920 NEXT: IF k=-1 THEN 910 ELSE q =VAL(q\$):IF q)money THEN 870 ELS E IF q>start THEN 910 ELSE IF q= 0 THEN 980 ELSE money=money-q:st ake=stake+q:CLS #4:PRINT #4,stak e::CLS #2:PRINT #2,money::CLS #3 :IF q(start THEN start=q 930 flag=-1:CLS #5:PRINT #5;star t:RETURN 940 REM player twists 950 start=0:CLS #5:PRINT #5,star t:flag=-1:RETURN 960 REM player sticks 970 IF stick THEN 870 980 flag=0:RETURN 990 REM end of game 1000 CLS: IF won THEN PRINT "CONG RATULATIONS": PRINT: PRINT "YOU HA VE BROKEN THE BANK!" 1010 IF last THEN PRINT "COMMISE RATIONS": PRINT: PRINT "YOU'VE BEE N TAKEN TO THE CLEANERS!" 1020 PRINT: PRINT * ANOTHER 60? (Y DR N) "+CHR\$(7) 1030 q\$=UPPER\$(INKEY\$):IF q\$="N" THEN END ELSE IF q#="Y" THEN RU N ELSE 1030 1040 REM computer busts 1050 CLS #3:PRINT #3, "DEALER BU STS!": GOSUB 30 1060 IF pontoon THEN 590 ELSE IF fivec THEN 610 1070 money=money+stake#2 1080 n=0:FOR i=1 TO 10:IF card(i)<>O THEN POKE 40051-n, card(i):n =n+1 1090 NEXT: IF NDT shuffle THEN 18 O ELSE shuffle=0:CLS #3:PRINT #3 *DEALER SHUFFLES DECK*: 60SUB 30 :60T0 120

HR\$(215)+CHR\$(143) 1140 PRINT #1," "+STRING\$(3,143) +CHR\$(212)+* *+CHR\$(143)+* *+CHR \$(143)+" *+STRINE\$(3,143)+" "+C HR\$(143)+" "+CHR\$(143)+" "+CHR\$ (143)+" "+CHR\$(143)+" "+CHR\$(143)+" "+STRING\$(3,143) 1150 PRINT #1," "+CHR\$(143)+" *+CHR\$(143)+* *+CHR\$(143)+* *+C HR\$(143)+CHR\$(213)+CHR\$(143)+" *+CHR\$(143)+* *+CHR\$(143)+* *+C HR\$(143)+* "+CHR\$(143)+" *+CHR\$(143)+* *+CHR\$(143)+CHR\$(213)+CHR \$(143) 1160 PRINT #1," "+CHR\$(143)+" "+CHR\$(213)+CHR\$(143)+CHR\$(212) +* "+CHR\$(143)*" "+CHR\$(213)+" *+CHR\$(143)+" *+CHR\$(213)+CHR\$(143)+CHR\$(212)+" *+CHR\$(213)+CHR \$(143)+CHR\$(212)+" "+CHR\$(143)+" "+CHR\$(213) 1170 PEN 1: PAPER 0:LOCATE 10,20: PRINT "INSTRUCTIONS ? (Y/N) "+CH R\$(7) 1180 q\$=UPPER\$(INKEY\$):IF q\$="N" THEN RETURN ELSE IF q\$()"Y" THE N 1180 1190 REM instructions 1200 CLS:PRINT "This is a simula tion of pontoon in which the comp uter is the banker and dealer.". 1210 PRINT: PRINT "You've 100 pou nds to start and must get500 to beat the computer. Lose all yo urmoney and you lose the game." 1220 PRINT: PRINT "The program fo llows usual pontoon rules, includ ing pontoons and five card trick s,which pay double, but aces are not splitand you never get to t



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THEN 890 900 REM player buy 910 CLS #3:PRINT #3, "HOW MUCH?" +CHR\$(7);:INPUT #3,q\$:k=0:FOR i= 1 TO LEN(q\$):1F MID\$(q\$,1,1))"9" DR MIDs(q\$,i,1)("O" THEN k=-1

or STICK?"+CHR\$(7); 890 q\$=INKEY\$:IF UPPER\$(q\$)="T" THEN 950 ELSE IF UPPER\$(q\$)="S" THEN 970 ELSE IF UPPER\$(q\$)()"B"

> T #1 1120 PRINT #1," "+STRING\$(3,143) +CHR\$(215)+* *+CHR\$(214)+CHR\$(14 3) +CHR\$(215) +* "+CHR\$(215) +" "+C HR\$(143)+" "+STRING\$(3,143)+" "+ CHR\$(214)+CHR\$(143)+CHR\$(215)+* *+CHR\$(214)+CHR\$(143)+CHR\$(215)+ * *+CHR\$(215)+* *+CHR\$(143) 1130 PRINT #1, " "+CHR\$(143)+" " +CHR\$(143)+" "+CHR\$(143)+" "+CHR \$(143)+* "+CHR\$(143)+CHR\$(215)+C HR\$(143)+" "+CHR\$(143)+" "+CHR \$(143)+" "+CHR\$(143)+" "+CHR\$(14 3) +" "+CHR\$(143) +" "+CHR\$(143)+C

1100 REM titles 1110 MODE 1: INK 0,1: INK 1,24: INK 2,6:BORDER 1:WINDOW #1,6,35,2,8 :PAPER #1,1:PEN #1,2:CLS #1:PRIN

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1260 PRINT: PRINT " (PRESS ANY KEY TO START) *+CHR#(7) 1270 WHILE INKEYS="":WEND:RETURN

1 bet or move." 1250 PRINT:PRINT "Discard cards are placed under the pack, which is only shuffled after pontoons.

en the banker wins." 1240 PRINT:PRINT "The program do esn't allow you to make anillega

ake over the bank. "; 1230 PRINT: PRINT "You can't stic k under 16 and you bust ifyou go over 21. You cannot buy for mo rethan your initial stake or pre vious buy. If equal value hands a re held by you andthe banker, th

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WRITTEN BY KEVIN GARDINER

TRIPH

BRTT

The game is for two players and runs on the 48K Spactrum The aim of the war game is to destroy all 4 or your opponents tanks.

About the Game

1, A tank can move up. down, right or left.

2. Each player has a lanks, 4 cannons, a just base and an ammunition base.

3. When the fuel base is destroyed the tanks move ment is reduced from 6 moves to 3 moves.

4. When the ammunition case is destroyed a tank aan only fire 3 times upstead of 4.

5. The ides of the cannons is to protect the fuel ammunition hase although whey don't have to.

6. When a lank reaches the opposite aide of the board it becomes a command tank. The tanks number is increased by Len

7. A tank can only fire when it becomes a command EBARK.

To Start

1. Player 1 has to position his Ammunition base, fuel base and 4 cannons. He can't place these on the back now or further than DALL WRY.

2. Player 2 then does the BATTE

3. Then player 1 places his wanks snywhere on the DEAK FOW.

To Move

If the spot on the dice ends up black then you will be able to move. If it ends up green then you will have to miss a go and the next player goes.

The controls are:

Q - UP Z - DOWN P - RIGHT I - LEFT.

When placing the fuel base and the ammunition base etc, use M to position.

When moving use the M key to change tank.

When choosing tank use the 1 key to change tank and the O (zero) key.

Stop the flashing, then you may move.

1 REM

****	******
2	REM + TANK BATTLE +
3	REM # BY #
4	REM *KEVIN GARDINER*
5	REM #\$**********
10	PRINT AT 21,18; INK 7; BRIGHT 1; "PLE
SE M	
20	60 SUB 9000: 60 SUB 9500
30	PRINT AT 21,5; INK 7; BRIGHT 1; "PRES
ANY	KEY TO START"
40	PAUSE Ø
50	GO SUB 8900
60	PRINT AT 1,22; INK 7; BRIGHT 1; "PLAVE
a later	



To Fire

You may fire only when your tank is a command tank. You may fire up, down, right and left. When firing it will disregard your own pieces. The dice is rolled, if it ends up black then you are unable to fire. If it

ends up green then you can fire. Press 1 to change tank. Press 0 to stop flashing.

DICE ROLL

Move/Fire

When all of the tanks of one player have been destroyed the game is over. A soreen will appear telling the players who won and then details of the battle is given.

-	POKE USR "q"+n,a: NEXT n
- 1	190 PRINT AT 1,22; INK 7; BRIGHT 1; PLAYE
	R ONE": LET p1=1
	200 PRINT AT 4,23; INK 7; BRIGHT 1; "Posit
	ion";AT 5,25:"Tank"
	210 60 SUB 7000
	220 PRINT AT 1,22; INK 7; BRIGHT 1; "PLAYE
	R TND": LET p1=2
	230 60 SUB 7000 240 PRINT AT 1,22; INK 7;
	BRIGHT 1; "DICE ROLL "; AT 2,22; INK 4; PAP
	ER 2; " PAPER 1; "
- 1	250 PRINT AT 4,23;" ";AT 5,24;"
	a har har har har har har har har har ha
	268 PRINT AT 8,22;" "

T	63. 3	es largest	510012	PITE .
SATTLE.	Phe	Dattle.	can ba	DIE
		maybr		

Attacking The Position

TANK V TANK.

The tank with the higher number wins. The tank which lost is then removed from the board. If the numbers are equal then the testie is drawn and both Lanks are removed.

TANE V CANNON

The dice is colled, if the spot ends up as black then the lank has won. If it ends up as green then the cannon has won. The duce is more likely to end up black.

To attack either an oppositions tank or cannon there a player must position his tank in an adjacent square to the ner. its at-VAC WINE.

I NWE - 3 TEI DI=I
70 PRINT AT 2,22; INK 2; PAPER 4; BRIGHT
1; * mentionence man + AT 2,29; * communities
80 GO SUB 8500: GO SUB 8000
90 GO SUB 8530: GO SUB 8020
100 FOR n=1 TO 4: 60 SUB 8560: 60 SUB 802
+ NEXT n
110 PRINT AT 1,22; INK 7; BRIGHT 1; PLAYE
TWD": LET p1=2
128 FOR F=0 TO 31: READ a: PDKE USR "q"++
a: NEXT f
130 GO SUB 8500; GO SUB 8000
140 GD SUB 8530: GD SUB 8020
150 FOR n=1 TO 4: 60 SUB 8560; 60 SUB 802
: NEXT n
168 PRINT AT 4,23;" ";AT 5,24;"
178 FOR n=0 TO 95: READ a: POKE USR "e"+n

,a: NEXT n 180 RESTORE 9170: FOR n=0 TO 31: READ a:

265 PRINT AT 21,5; INK 7; BRIGHT 1; "PLAYE R ONE": LET pl=1 270 GO SUB 6500 280 PRINT AT 8,22;" 285 PRINT AT 21,5; INK 7; BRIGHT 1; PLAYE R TWO": LET pl=2 290 GO SUB 6500 300 GO TO 260 1000 GO SUB 1900 1010 PRINT AT 3,14; INK 7; BRIGHT 1; "THE" 1020 INK 6: BRIGHT 1



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1030 PRINT AT 5,4;" We will be and the second 1035 PRINT AT 6,4; " 100 80 100 100 1040 PRIT AT 7,4:" 1045 PRINT AT 8,4; " We Me 1050 PRINT AT 9,4; " WARHINGTON HIME 1055 PRINT AT 11,14; INK 7; "WAS" 1060 INK 2 1080 PRINT AT 13,5; "100 1090 PRINT AT 14,5; " He Was He Was He Was 1100 PRINT AT 15,5; "100 1 1105 PRINT AT 16,5; " 100 100 100 1110 PRINT AT 17,5;" 1120 FDR t=1 TD 400: NEXT t 1130 BD TO 1500 1150 GO SUB 1900 1160 INK 6: BRIGHT 1: PRINT AT 4,2;" railing with the printing and the 1170 PRINT AT 5,2; " WHE WHE WHE 1175 PRINT AT 6,2;" In the Party of th 1180 PRINT AT 7,2;" # 125" 1190 PRINT AT 8,2;" M Res States and 1200 INK 2: PRINT AT 12,7;" HAL UNK ALC: NOT THE 1210 PRINT AT 13,7;" MM MM MM 1220 PRINT AT 14,7;" ### 1230 PRINT AT 15,7; MM MM MM MM 1248 PRINT AT 16,7;" MARKED MARKED MARKED 1250 FDR t=1 TD 400: NEXT t 1260 GO TO 1500 1300 GO SUB 1900 1310 INK 6: BRIGHT 1: PRINT AT 4,2;" wanted by 1320 PRINT AT 5,2;" (MM 100 100 la as 1338 PRINT AT 6,2;" MEDINAME 1250 1335 PRINT AT 7,2;" ### 1 1340 PRINT AT 8,2;" MM

1";AT 3,0; INK 4; PAPER 3; "Mentering and the second 1530 LET dt=0 1540 IF pat1=0 THEN LET dt=dt+1 1541 IF pat2=0 THEN LET dt=dt+1 1542 IF pat3=0 THEN LET dt=dt+1 1543 IF pat4=0 THEN LET dt=dt+1 1550 INK 7: BRIGHT 1: PRINT AT 5,2; "Tanks Destroyed.....";dt 1555 LET dc=0 1560 IF paca=0 THEN LET dc=dc+1 1561 IF pacb=0 THEN LET dc=dc+1 1562 IF pacc=@ THEN LET dc=dc+1 1563 IF pacd=0 THEN LET dc=dc+1 1570 PRINT AT 9,2; "Cannons Destroyed.....";dc 1580 IF paams=2 THEN PRINT AT 13,4; "Ammun ition Base Destroyed* 1590 IF paamm=4 THEN PRINT AT 13,7; *Ammun ition Base O.K* 1600 IF pafuel=3 THEN PRINT AT 17,7;"Fuel Base Destroyed" 1610 IF pafuel=6 THEN PRINT AT 17,10; "Fue 1 Base D.K" 1620 PRINT AT 21,4; "Press any Key To Conti nue 1630 PAUSE 0 1640 CLS 1650 PRINT AT 0,11; INK 7; BRIGHT 1; "INFOR MATION"; AT 1,11; INK 6; PAPER 2; " Muture to the second statement of the seco 1660 PRINT AT 2,0; INK 7; BRIGHT 1; PLAYER 2";AT 3,0; INK 4; PAPER 3; " 1670 LET dt=0 1671 IF pbt1=0 THEN LET dt=dt+1 1672 IF pbt2=8 THEN LET dt=dt+1 1673 IF pbt3=0 THEN LET dt=dt+1 1674 IF pbt4=0 THEN LET dt=dt+1 1680 PRINT AT 5,2; "Tanks Destroyed vaa, ';dt 1690 LET dc=0 1691 IF pbca=0 THEN LET dc=dc+1 1692 IF pbcb=@ THEN LET dc=dc+1 1693 IF pbcc=0 THEN LET dc=dc+1 1694 IF pbcd=8 THEN LET dc=dc+1 1700 PRINT AT 9,2; "Cannons Destroyed.....

1358 INK 2: PRINT AT 12,7;" KEN KEE MAR HER MAR HER MAR	
TOTAL THE TATILITY IN THE THE THE THE THE THE THE	
1360 PRINT AT 13,7; "NEE ME ME ME ME ME ME ME ME	
1370 PRINT AT 14,7; "HIE HE HE HE HE HE HE HE HE	
1380 PRINT AT 15,7; "Wall Have Wall Have Wall Have Wall Have	
1390 PRINT AT 16,7; "HEROMONICAL STRATEGIES THE AND THE AND THE AND	
1400 FOR t=1 TO 400: NEXT t	
1410 GO TO 1500	
1500 CLS	
1510 PRINT AT 0,11; INK 7; BRIGHT 1; "INFOR	
MATION"; AT 1,11; INK 6; PAPER 2; " MINASSAN COMPANY AND	
INCOMENT.	
1520 PRINT AT 2,0; INK 7; BRIGHT L; "PLAYER	

444 ° 10C
710 IF phase=2 THEN PRINT AT 13,4;"Assun
tion Base Destroyed"
720 IF phane=4 THEN PRINT AT 13,7; "Ammun
tion Base D.K"
730 IF pbfuel=3 THEN PRINT AT 17,7; "Fuel
Base Destroyed"
748 IF pbfuel=6 THEN PRINT AT 17,18; "Fue
Base G.K*
1750 PRINT AT 21,4; "Press any Key To Conti
ue"
1760 PAUSE 0
1770 BORDER 1: PAPER 1: BRIGHT 0: CLS
17B0 PRINT AT 101; INK 7; BRIGHT 1; "Would
You Like To Play Again ?"
1790 PRINT AT 12,12; INK 7; BRIGHT 1; "YES/
NO"

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1800 IF INKEY\$="y" THEN RESTORE : BORDER 0: PAPER 0: CLS : GO TO 10 1810 IF INKY\$="n" THEN STOP 1820 GO TO 1880 1900 BORDER 0: PAPER 0: CLS 1910 PRINT AT 0,0; INK 4; BRIGHT 1;"

1920 FOR n=1 TO 20 1930 PRINT AT n,0; INK 4; BRIGHT 1;"MMM";AT n,31;"MMM" 1940 NEXT n 1950 PRINT AT 21,0; INK 4; BRIGHT 1;"MMMMMMMMMM

1960 RETURN

11 - 1 I

2000 IF p1=2 THEN GO TO 2500 2010 PRINT AT 7,21; INK 7; BRIGHT 1; "Choos e Tank" 2020 LET fir=1: GO SUB 6000 2030 IF pano)10 THEN GO TO 2080 2040 PRINT AT 7,21; INK 7; BRIGHT 1; "So rry ";AT 8,22; "You Can't" 2050 FOR t=1 TO 100: NEXT t 2060 PRINT AT 7,24; ";AT 8,22; "

2070 RETURN

2080 LET up=0: LET down=0: LET right=0: LE T left=0: LET fy=jy: LET fx=jx 2090 PRINT AT 7,21; INK 7; BRIGHT 1;" Wh ich ";AT 8,22; "Direction" 2095 PRINT AT 10,22; INK 7; BRIGHT 1; 1...U p";AT 11,22;"2..Down";AT 12,22;"3..Left";A T 13,22; "4...Right" 2100 IF INKEY\$="!" THEN LET up=1: 60 TO 2 150 2118 IF INKEYS="2" THEN LET down=1: 60 TO 2150 2120 IF INKEY#="3" THEN LET left=1: GD TO 2150 2130 IF INKEY\$="4" THEN LET right=1: 60 T 0 2150 2140 GO TO 2100 2150 PRINT AT 7,24;" "; AT B, 22; " ";AT 11,22;" ";AT 10,22;" AT 12,22;" ":AT 13,22;" 2168 FOR f=1 TO paamm 2170 GO SUB 5800 2180 IF win=1 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR INT AT 7,24;" 2190 IF win=0 THEN PRINT AT 7,25; INK 7; BRIGHT 1; "DK": 60 TO 2220 2200 NEXT 4 2210 RETURN 2220 FOR g=1 TO 50: NEXT g: PRINT AT 7,24; 2238 IF up=1 THEN GO TO 2240 2231 IF down=1 THEN 60 TO 2280 2232 IF left=1 THEN 60 TO 2320 2233 IF right=1 THEN 60 TO 2360 2240 LET fy=fy-2 2250 IF ATTR (fy,fx)=122 THEN SO TO 2410 2260 IF fy (=0 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50; NEXT t: PR INT AT 7,24; * *: RETURN 2270 60 TO 2240

SPECTRUM

2280 LET fy=fy+2 2290 IF ATTR (fy,fx1=122 THEN 60 TO 2410 2300 IF fy>=21 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FORt=1 TO 50: NEXT t: PR INT AT 7,24; " "; RETURN 2310 60 TO 2280 2320 LET fx=fx-2

ERTTLE

2330 IF ATTR (fy,fx)=122 THEN GD TO 2418 2348 IF fx (= B THEN PRINT AT 7, 24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR INT AT 7,24;" ": RETURN 2350 60 10 2320 2360 LET fx=fx+2 2370 IF ATTR (fy,fx)=122 THEN 60 TO 2410 2380 IF fx>=21 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50; NEXT t: P RINT AT 7,24;" ": RETURN 2390 60 TO 2360 2400 RETURN 2410 IF fy=pbcya AND fx=pbcxa THEN LET pb ca=0: 60 TO 2450 2411 IF fy=pbcyb AND fx=pbcxb THEN LET pb cb=0: 60 TO 2450 2412 IF Fy=pbcyc AND Fx=pbcxc THEN LET pb cc=0: 60 TD 2450 2413 IF fy=pbcyd AND fx=pbcxd THEN LET pb cd=0: GD TO 2450 2414 IF Fy=pbta AND fx=pbtaa THEN LET pbt 1=0: GO TO 2450 2415 IF fy=pbtb AND fx=pbtbb THEN LET pbt 2=0; GO TO 2450 2416 IF fy=pbtc AND fx=pbtcc THEN LET pbt 3=0: 60 TO 2450 2417 IF fy=pbtd AND Fx=pbtdd THEN LET pbt 4=0: GD TO 2450 2418 IF fy=pbamy AND fx=pbamx THEN LET pb amm=2: GD TO 2450 2419 IF fy=pbfuy AND fx=pbfux THEN LET pb fuel=3: 60 TO 2450 2420 RETURN 2450 PRINT AT 7,24; INK 7; BRIGHT 1; "HIT!" : FOR y=1 TO 100: NEXT y: PRINT AT 7,24;"

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2468 PRINT AT fy, fx; INK 0; PAPER 7; BRIGH T 1;"[]";AT fy+1,fx;"]]" 2470 1F pbt1=0 AND pbt2=0 AND pbt3=0 AND p 614=0 THEN 60 TO 1300 2480 RETURN 2510 PRINT AT 7,21; INK 7; BRIGHT 1; Choos e Tank" 2520 LET fir=1; 60 SUB 6000 2530 IF pbno/10 THEN GO TO 2580 2540 PRINT AT 7,21; INK 7; BRIGHT 1;" So rry ";AT 8,22; "You Can't" 2550 FOR t=1 TO 100: NEXT t ";AT 8,22;" 2560 PRINT AT 7,24;" 2570 RETURN 2580 LET up=0: LET down=0: LET right=0: LE T left=0: LET fy=jy: LET fx=jx 2598 PRINT AT 7,21; INK 7; BRIGHT 1;" Wh ich ";AT 8,22; "Direction" 2595 PRINT AT 10,22; INK 7; BRIGHT 1;"1..U p";AT 11,22;"2.. Down";AT 12,22;"3..Left";A T 13,22;"4..Right" 2600 IF INKEY #="1" THEN LET up=1: 60 TO 2 650 2610 IF 1NKEY\$="2" THEN LET down=1: GO TO 2650 2620 IF INKEY#="3" THEN LET 1eft=1: 60 TO 2650 2630 IF INKEY\$="4" THEN LET right=1: 60 T 0 2650 2640 GD TO 2600 ";AT 8,22;" 2650 PRINT AT 7,24;" ";AT 11,22;" ** ";AT 10,22;" ";AT 13,22;" AT 12,22;" 2660 FOR f=1 TO pbamm 2670 GD SUB 5800 2680 IF win=1 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR INT AT 7,24;" 2690 IF win=0 THEN PRINT AT 7,25; INK 7; BRIGHT 1; "OK": GO TO 2700 2691 NEXT + 2695 RETURN 2700 FOR g=1 TO 50: NEXT g: PRINT AT 7,24; 8 11 2701 IF up=1 THEN 60 TO 2710 2702 IF down=1 THEN 60 TO 2750 2703 IF left=1 THEN GO TO 2790 2704 JF right=1 THEN 60 TO 2030 2710 LET fy=fy-2 2720 IF ATTR (fy,fx)=121 THEN 60 TO 2880 2730 IF fy =0 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR INT AT 7,24;" ": RETURN 2740 GO TO 2710 2750 LET fy=fy+2

INT AT 7,24; " : RETURN 2780 60 TO 2750 2790 LET fx=fx-2 2800 IF ATTR (fy,fx)=121 THEN 60 TO 2880 2810 IF fx (=0 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR INT AT 7,24;" ": RETURN 2820 GD TO 2790 2830 LET fx=fx+2 2840 1F ATTR (fy, fx)=121 THEN GO TO 2880 2850 IF fx>=21 THEN PRINT AT 7,24; INK ; BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR ": RETURN INT AT 7,24;" 2860 GD TO 2830 2870 RETURN 2080 IF fy=pacya AND fx=pacxa THEN LET pa ca=0: 60 TO 2959 2081 IF fy=pacyb AND fx=pacxb THEN LET pa cb=0; 60 TO 2950 2882 IF fy=pacyc AND fx=pacxc THEN LET pa cc=0: 60 TO 2950 2883 IF fy=pacyd AND fx=pacxd THEN LET pa cd=0: 60 TO 2950 2884 IF fy=pata AND fx=pataa THEN LET pat 1=0: 60 TO 2950 2885 IF fy=path AND fx=pathb THEN LET pat 2=0: GO TO 2950 2886 IF fy=patc AND fx=patcc THEN LET pat 3=0: 60 TO 2950 2887 IF fy=patd AND fx=patdd THEN LET pat 4=0: GD TO 2950 2888 IF fy=paamy AND fx=paamx THEN LET pa amm=2: 60 TO 2950 2889 IF fy=pafuy AND fx=pafux THEN LET pa fuel=3: 60 TO 2950 2890 RETURN 2950 PRINT AT 7,24; INK 7; BRIGHT 1; "HIT!" : FOR y=1 TO 100: NEXT y: PRINT AT 7,24;" . 2960 PRINT AT fy, fx; INK 0; PAPER 7; BRIGH T 1;" [P:AT fy+1, fx;" [" 2970 IF pat1=0 AND pat2=0 AND pat3=0 AND p at4=0 THEN GO TO 1150 2980 RETURN 3000 FOR c=1 TO 4 3010 IF paca=0 THEN GO TO 3068 3020 IF jy=pacya AND jx=pacxa-2 THEN LET can=1: 60 SUB 5800: 60 TO 3210 3030 IF jy=pacya AND jx=pacxa+2 THEN LET can=1: 60 SUB 5800: 60 TO 3210 3040 IF jy=pacya-2 AND jx=pacxa THEN LET can=1: 60 SUB 5800: 60 TO 3210 3050 IF jy=pacya+2 AND jx=packa THEN LET can=1: 60 SUB 5800: 60 TO 3210 3060 IF pacb=0 THEN 60 TO 3110 3070 IF jy=pacyb+2 AND jx=pacxb THEN LET can=2: GO SUB 5800: GO TO 3210 3080 IF jy=pacyb-2 AND jx=pacxb THEN LET can=2: 60 SUB 5900: 60 TO 3210 3090 IF jy=pacyb AND jx=pacxb-2 THEN LET can=2; 60 SUB 5800; 60 TO 3210 3180 IF jy=pacyb AND jx=pacxb+2 THEN LET can=2: 60 SUB 5800: 60 TO 3210

2760 IF ATTR (Fyfx)=121 THEN GO TO 2000

2770 IF fy>=21 THEN PRINT AT 7,24; INK 7

BRIGHT 1; "MISS": FOR t=1 TO 50: NEXT t: PR

343 3110 IF pacc=0 THEN 60 TO 3160 tanl 3120 IF jy=pacyc AND jx=pacxc+2 THEN LET 3540 can=3: 60 SUB 5800: 60 TO 3210 3448 3130 IF jy=pacyc AND jx=pacxc-2 THEN LET tank can=3: 60 SUB 5800: 60 TO 3210 3540 3140 IF jy=pacyc-2 AND jx=pacxc THEN LET 3450 can=3: 60 SUB 5800: 60 TO 3210 tank 3150 IF jy=pacyc+2 AND jx=pacxc THEN LET 3540 can=3: 60 SUB 5800: 60 TO 3210 3460 3160 IF pacd=0 THEN 60 TO 3210 3470 3170 IF jy=pacyd+2 AND jx=pacxd THEN LET tank can=4: GO SUB 5800: GO TO 3210 3548 3180 IF jy=pacyd AND jx=pacxd-2 THEN LET 3490 can=4: 60 SUB 5800: 60 TO 3210 tank: 3190 IF jy=pacyd-2 AND jx=pacxd THEN LET 3540 can=4: 60 SUB 5800: 60 TO 3210 3490 3200 IF jy=pacyd AND jx=pacxd+2 THEN LET Lanks can=4: 60 SUB 5800: 60 TO 3210 3540 3205 GD TO 3280 3580 3210 IF win=1 THEN 60 TO 3230 tank= 3220 GO TO 3900 3540 3230 IF can=1 THEN PRINT AT pacya, packa; 3510 INK 0: PAPER 7: BRIGHT 1:" | "AT pacya+1, 3540 acxa: " | P: LET paca=0 3550 3240 IF can=2 THEN PRINT AT pacyb, pacxb; 3560 INK 0; PAPER 7; BRIGHT 1;"["]";AT pacyb+1, 3570 1 acxb;"L___!": LET pacb=0 3580 3250 IF can=3 THEN PRINT AT pacyc, pacyc; INK 0; PAPER 7; BRIGHT 1; " | AT pacyc+1; acxc;"|____": LET pacc=0 3260 IF can=4 THEN PRINT AT pacyd, pacxd; INK 0; PAPER 7; BRIGHT 1:" | ";AT pacyd+1," acxd; "1____": LET pacd=0 3270 FOR b=1 TO 50: NEXT b 3280 NEXT C 3298 IF jx=1 AND jn<10 THEN LET jn=jn+10 3300 FOR d=1 TO 4 3310 IF pat1=0 THEN 60 TO 3360 3320 IF jy=pata AND jx=pataa-2 THEN LET b. tank=1: LET pano=pana: GD SUB 3800: GD TO 3600 IF 3540 3330 IF jy=pata AND jx=pataa+2 THEN LET b ataa;"[tank=1: LET pano=pana: 60 SUB 3800: 60 TO 3605 IF 3540 3340 IF jy=pata-2 AND jx=pataa THEN LET t atbb: " tank=1: LET pano=pana: 60 SUB 3800: 60 TO 3610 IF 3540 INK 1; 3350 IF jy=pata+2 AND jx=pataa THEN LET b atco; " tank=1: LET pano=pana: 60 SUB 3800: 60 TO 3615 IF 3540 INK 1; 3360 IF pat2=0 THEN GO TO 3410 stdd;" 3370 IF jy=patb+Z AND jx=patbb THEN LET b 3620 60 tank=2: LET pano=panb: 60 SUB 3800: 60 TO 3650 IF 3540 3380 IF jy=path-2 AND jx=pathb THEN LET b INK 8; ataa;"L tank=2: LET pano=panb: 60 SUB 3800: 60 TO 3651 IF 3540 3390 IF jy=path AND jx=pathb-2 THEN LET & INK 0; 1 atbb; "[.... tank=2: LET pano=panb: 60 SUB 3800: 60 TD 3652 IF 3540 3400 IF jy=path AND jx=pathb+2 THEN LET & INK 0; F alce;"1_ tank=2:.LET pano=panb: 60 SUB 3800: 60 TO 653 IF 6 3548 INK Ø; F 3410 IF pat3=0 THEN. 60 TO 3460 3420 IF jy=p tc+2(=) LET btank=3: LET panoitdd; " 668 IF p panc: 60 SUB 3800: 60 TO 3540



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3430 IF jy=patc-2 AND jx=patcc THEN LET b tank=3: LET pano=panc: 60 SUB 3800: 60 TO ET 3540 3440 IF jy=patc AND jx=patcc+2 THEN LET b ET tank=3: LET pano=panc: 60 SUB 3800: 60 TO 3540 LET 3450 IF jy=patc AND jx=patcc-2 THEN LET b tank=3: LET pano=panc: 60 SUB 3800: 60 TO LET 3540 3460 IF pat4=0 THEN GD TO 3510 3470 IF jy=patd AND jx=patdd-2 THEN LET b LET tank=4: LET pano=pand: 60 SUB 3800: 60 TO 3540 LET 3480 IF jy=patd AND jx=patdd+2 THEN LET b tank=4: LET pano=pand: 60 SUB 3800: 60 TO LET 3540 3490 IF jy=patd-2 AND jx=patdd THEN LET b LET tank=4: LET pano=pand: 60 SUB 3800: 60 TO 3540 3500 IF jy=patd+2 AND jx=patdd THEN LET b tank=4: LET pano=pand: 60 SUB 3800: 60 TO 3540 CKAS. 3510 GO TO 3570 acya+1,p 3540 IF won=1 THEN GO SUB 3700 3550 IF lost=1 THEN GO TO 3600 cxb: 3560 IF draw=1 THEN 60 TO 3650 acyb+1,p 3570 NEXT d 3580 RETURN SCXC; acyc+1,p ackd; acyd+1,p jn+10 LET b 60 TO 3600 IF btank=1 THEN PRINT AT pata, pataa; INK 1; PAPER 7; BRIGHT 1;"L. I. "; AT pata+1,p LET b ataa; "____ GO TO 3605 IF btank=2 THEN PRINT AT path,pathb; INK I; PAPER 7; BRIGHT 1;"L #__";AT patb+1,p LET b



3661 IF pbtank=2 THEN LET pbt2=8 3662 IF pbtank=3 THEN LET pbt3=8 3663 IF obtank=4 THEN LET pbt4=0 3670 PRINT AT JV, jx; INK 0; PAPER 7; BRIGH T 1;"[";AT jy+1, jx;"[" 3675 IF pat1=0 AND pat2=0 AND pat3=0 AND p at4=0 AND pbt1=0 AND pbt2=0 AND pbt3=0 AND pbt4=0 THEN GO TO 1000 3680 GD SUB 3950: 60 SUB 4950: RETURN 3700 IF btank=1 THEN PRINT AT pata, pataa; INK 0; PAPER 7; BRIGHT 1;"[";AT pata+1,p ataa;"|____!": LET pat1=0 3710 IF btank=2 THEN PRINT AT path, pathb; INK 0; PAPER 7; BRIGHT 1; " T"; AT path+1,p atbb;"[____": LET pat2=0 3720 IF btank=3 THEN PRINT AT patc, patc; INK 0; PAPER 7; BRIGHT 1;"]";AT patc+1,p atcc; "[____]": LET pat3=0 3730 IF btank=4 THEN PRINT AT patd, patdd; INK 0; PAPER 7; BRIGHT 1; " | "; AT patd+1,p atdd;"[____!": LET pat4=0 3740 PRINT AT JY, JX; INK 2; PAPER 7; BRIGH T 1; "@Ree"; AT jy+1, jx; "........" 3750 IF pat1=0 AND pat2=0 AND pat3=0 AND p at4=0 THEN 60 TO 1150 3760 RETURN 3800 IF btank=1 THEN PRINT AT pata, patas; INK 1; PAPER 7; BRIGHT 1; FLASH 1; CH 1; AT pata+1,pataa;""": 60 TO 3840 3810 IF btank=2 THEN PRINT AT path, path; INK 1; PAPER 7; BRIGHT 1; FLASH 1; ". 1 1"; AT patb+1,patbb; " 1]": 60 TO 3840 3820 IF btank=3 THEN PRINT AT patc, patcc; INK 1; PAPER 7; BRIGHT 1; FLASH 1; LI ;AT paic+1,patec; " H ": 60 TO 3840 3830 IF btank=4 THEN PRINT AT patd, patdd; INK 1; PAPER 7; BRIGHT 1; FLASH 1; "L # _ ;AT patd+1,patdd;"["""": 60 TO 3840 3840 PRINT AT jy, jx; INK 2; PAPER 7; BRIGH T 1; FLASH 1; "御服曲"; AT jy+1, jx; " 如服曲" 3845 FOR v=1 TO 100: NEXT V 3850 LET draw=0: LET lost=0: LET won=0 3860 IF jn=pano THEN LET draw=1 3870 IF jn/pano THEN LET won=1 3880 IF jnkpano THEN LET lost=1 3890 RETURN 3900 IF pbtank=1 THEN LET pbt1=0 3918 IF pbtank=2 THEN LET pbt2=0 3920 IF pbtank=3 THEN LET pbt3=0 3930 IF pbtank=4 THEN LET pbt4=0. 3948 PRINT AT JY, JX; INK 0; PAPER 7; BRIGH T 1; " ["; AT jy+1, jx; "] ___" 3950 IF pbt1=0 AND pbt2=0 AND pbt3=0 AND p bt4=0 THEN GO TO 1300 3960 RETURN 4000 IF p1=2 THEN GO TO 3000 4010 FOR c=1 TO 4 4020 IF pbca=0 THEN GO D 4070 4030 IF jy=pbcya AND jx=pbcxa-2 THEN LET can=1: GD SUB 5800: GO TD 4210 4040 IF jy=pbcya AND jx=pbcxa+2 THEN LET

can=1: 60 SUB 5800: 60 TO 4210 4050 IF Jy=pbcya-2 AND jx=pbcxa THEN LET can=1: 60 SUB 5800: 60 TO 4218 4860 IF jy=pbcya+2 AND jx=pbcxa THEN LET can=1: 60 SUB 5800: 60 TO 4210 4070 IF pbcb=0 THEN GO TO 4120 4080 IF jy=pbcyb+2 AND Jx=pbcxb THEN LET can=2: 60 SUB 5800: 60 TO 4210 4090 IF jy=pbcyb-2 AND jx=pbcxb THEN LET can=2: 60 SUB 5800: 60 TO 4210 4100 IF jy=pbcyb AND jx=pbcxb-Z THEN LET can=2: 60 SUB 5800: 60 TO 4210 4110 IF jy=pbcyb AND jx=pbcxb+2 THEN LET can=2: 60 SUB 5800: 60 TO 4210 4120 IF pbcc=0 THEN 60 TO 4178 4130 IF jy=pbcyc AND jx=pbcxc+2 THEN LET can=3: 60 SUB 5800: 60 TO 4210 4140 IF jy=pbcyc AND jx=pbcxc-2 THEN LET can=3: 60 SUB 5880: 60 TO 4210 4150 IF jy=pbcyc-2 AND jx=pbcxc THEN LET can=3: 60 SUB 5800: 60 TO 4210 4160 IF jy=pbcyc+2 AND jx=pbcxc THEN LET can=3: 60 SUB 5800: 60 TO 4218 4170 IF pbcd=0 THEN 60 TD 4210 4175 IF jy=pbcyd+2 AND jx=pbcxd THEN LET can=4: 60 SUB 5800: 60 TO 4210 4180 IF jy=pbcyd-2 AND jx=pbcxd THEN LET can=4: 60 SUB 5800: 60 TO 4210 4198 IF jy=pbcyd AND jx=pbcxd-2 THEN LET can=4: GO SUB 5800: GO TO 4210 4200 IF jy=pbcyd AND jx=pbcxd+2 THEN LET can=4: 60 SUB 5800: 60 TO 4210 4205 GO TO 4280 4218 IF win=1 THEN GO TO 4230 4220 GD TO 4900 4230 IF can=1 THEN PRINT AT pbcya, pbcxa;



3610 IF btank=3 THEN PRINT AT patc.patcc; INK 1; PAPER 7; BRIGHT 1;"LI ";AT patc+1,p LET b itce;"[]> GO TO 615 IF btank=4 THEN PRINT AT patd, patdd; INK 1; PAPER 7; BRIGHT 1;" ... N... AT patd+1,p itdd; " LET b 628 60 SUB 3900: RETURN GO TO 650 IF biank=1 THEN PRINT AT pata, pataa; INK 8; PAPER 7; BRIGHT 1;" | ";AT pata+1,p I LET b taa; 1 ____!: LET pat1=0 : GD TO 551 IF btank=2 THEN PRINT AT path, pathb; INK 0; PAPER 7; BRIGHT 1; "]"; AT patb+1,p N LET b tbb;"____P: LET pat2=0 : 60 TO 52 IF btank=3 THEN PRINT AT pate, patce; INK 8; PAPER 7; BRIGHT 1;" | ";AT patc+1,p N LET b tcc; "1____!": LET pat3=0. : GO TO 553 IF btank=4 THEN PRINT AT patd, patdd; INK 0; PAPER 7; BRIGHT 1;"| ";AT patd+1,p LET pano= idd; "L_____I": LET pat4=0 60 IF pbtank=1 THEN LET pbt1=0

atbb; " To

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INK 0; PAPER 7; BRIGHT 1;" "AT pbcya+1,p bcxa; " LET pbca=0 4240 IF can=2 THEN PRINT AT pbcyb, pbcxb; INK 0; PAPER 7; BRIGHT 1;" P;AT pbcyb+1.p bcxb;"1____": LET pbcb=0 4250 IF can=3 THEN PRINT AT pbcyc, pbcxc; INK 0; PAPER 7; BRIGHT 1; "| " AT pbcyc+1.p bcxc;"L |": LET pbcc=8 4260 IF can=4 THEN PRINT AT pbcyd, pbcxd; INK 0; PAPR 7; BRIGHT 1;"[P;AT pbcyd+1,pb cxd;" |____ !"; LET pbcd=0 4270 FOR b=1 TO 50: NEXT b 4280 NEXT C. 4300 IF jx=19 AND jn(10 THEN LET jn=jn+10 4310 FOR d=1 TO 4 4320 IF pbt1=0 THEN GO TO 4370 4330 IF jy=pbta AND jx=pbtaa-2 THEN LET b tank=1: LET pbno=pbna: 60 SUB 4800: 60 TO 4540 4340 IF jy=pbta AND jx=pbtaa+2 THEN LET b tank=1: LET pbnp=pbna: 60 SUB 4800: 60 TO 4540 4350 IF jy=pbta-2 AND jx=pbtaa THEN LET b tank=1: LET pbng=pbna: 60 SUB 4800: 60 TO 4540 4360 IF jy=pbta+2 AND jx=pbtaa THEN LET b tank=1; LET pbno=pbna: GO SUB 4800; GO TO 4548 4370 IF pbt2=0 THEN GO TO 4420 43B0 IF jy=pbtb+2 AND jx=pbtbb THEN LET b tank=Z: LET pbno=pbnb: GO SUB 4800: 60 TO 4540 4398 IF jy=pbtb-2 AND jx=pbtbb THEN LET b tank=2: LET pbno=pbnb: 60 SUB 4800: 60 TO 4540 4400 IF jy=pbtb AND jx=pbtbb-2 THEN LET b tank=2: LET pbno=pbnb: 60 SUB 4800: 60 TO 4540 4410 IF jy=pbtb AND jx=pbtbb+2 THEN LET b tank=2: LET pbno=pbnb: GO SUB 4800: GO TO 4548 4420 IF pbt3=0 THEN GD TO 4470 4430 IF jy=pbtc AND jx=pbtcc+2 THEN LET b tank=3: LET pbno=pbnc: 60 SUB 4800: 60 TD 4548 4440 IF iv=obtc AND ix=obtcc-2 THEN LET b

tank=4: LET pbno=pbnd: 60 SUB 4800: 60 TO 4540 4500 IF jy=pbtd AND jx=pbtdd+2 THEN LET b tank=4: LET pbno=pbnd: GO SUB 4880: GO TO 4540 4518 IF jy=pbtd AND jx=pbtdd-2 THEN LET b tank=4: LET pbno=pbnd: 60 SUB 4800: 60 TO 4540 4520 GO TO 4570 4540 IF wan=1 THEN GO SUB 4780 4550 IF lost=1 THEN GO TO 4600 4560 IF draw=1 THEN GO TO 4650 4570 NEXT d 4580 RETURN 4600 IF btank=1 THEN PRINT AT pbta, pbtaa; INK 2; PAPER 7; BRIGHT 1; " MI "; AT pbta+1,p 4605 IF btank=2 THEN PRINT AT pbtb, pbtbb; INK 2; PAPER 7; BRIGHT 1; * @ Man ; AT pbtb+1,p btbb; " # [@" 4610 IF btank=3 THEN PRINT AT pbtc,pbtcc; INK 2; PAPER 7; BRIGHT 1;" @###";AT pbtc+1,p 4615 IF btank=4 THEN PRINT AT pbtd, pbtdd; INK 2; PAPER 7; BRIGHT 1;" mim"; AT pbtd+1,p btdd; " @ @ " 4620 60 SUB 4900: RETURN 4650 IF btank=1 THEN PRINT AT pbta, pbtaa; INK 0: PAPER 7: BRIGHT 1;"I T;AT pbta+1,p btaa;"[___]": LET pbt1=0 4651 IF btank=2 THEN PRINT AT pbtb,pbtbb; INK 0; PAPER 7; BRIGHT 1; "]";AT pbtb+1,p btbb;" LET pbt2=0 4652 IF btank=3 THEN PRINT AT pbtc, pbtcc; INK 0; PAPER 7; BRIGHT 1;"[";AT pbtc+1,p btcc;"L___]": LET pbt3=0 4653 IF btank=4 THEN PRINT AT pbtd, pbtdd; INK 0; PAPER 7; BRIGHT 1; "[";AT pbtd+1,p btdd;"] ____": LET pbt4=0. 4660 IF patank=1 THEN LET pat1=0 4661 IF patank=2 THEN LET pat2=0 4662 IF patank=3 THEN LET pat3=0 4663 IF patank=4 THEN LET pat4=0 4670 PRINT AT JY, JX; INK 0; PAPER 7; BRIGH 4675 IF pat1=0 AND pat2=0 AND pat3=0 AND p 4=0 AND pbt1=0 AND pbt2=0 AND pbt3=0 AND 6t4=0 THEN 60 TO 1000 80 GD SUB 4750: GD SUB 3950: RETURN 700 IF btank=1 THEN PRINT AT pbta,pbtaa; INK 0; PAPER 7; BRIGHT 1;"[F;AT pbta+1,p taa;"L____": LET pbt1=8 710 IF btank=2 THEN PRINT AT pbtb,pbtbb; INK 0; PAPER 7; BRIGHT 1;"| ";AT pbtb+1,p tbb;"____": LET pbt2=0 720 IF btank=3 THEN PRINT AT pbtc.pbtcc; INK 0: PAPER 7; BRIGHT 1;" | ";AT pbtc+1,p tcc: "[____]"; LET pbt3=0 730 IF btank=4 THEN PRINT AT pbtd, pbtdd; INK 0; PAPER 7; BRIGHT 1; " | ";AT pbtd+1,p tdd;"|____": LET pbt4=0 740 PRINT AT 19, 1x; INK 1; PAPER 7; BRIGH 1;"L.] ;AT jy+1, jx;"[] 750 IF pbt1=0 AND pbt2=0 AND pbt3=0 AND p 14=0 THEN 60 TO 1300 760 RETURN

4880 IF btank=1 THEN PRINT AT pbta, pbtaa; INK 2; PAPER 7; BRISHT 1; FLASH 1; WW FAT pbta+1,pbtaa;" # ##": GO TO 4840 4810 IF blank=2 THEN PRINT AT pbtb, pbtbb; INK 2; PAPER 7; BRIGHT 1; FLASH 1; MAN ;AT pbtb+1,pbtbb;" #1#": 60 TO 4640 4820 IF btank=3 THEN PRINT AT obtc.pbtcc; INK 2: PAPER 7: BRIGHT 1: FLASH 1: "WWW";AT pbtc+1,pbtcc;"@]@": 60 TO 4840 4830 IF btank=4 THEN PRINT AT pbtd,pbtdd; INK 2; PAPER 7; BRIGHT 1; FLASH 1; "@ 100";AT pbtd+1,pbtdd; " #1# ": 60 TO 4840 4840 PRINT AT jy, jx; INK 1; PAPER 7; BRIGH T 1; FLASH 1; "__K__"; AT jy+1, jx; "["]" 4845 FOR v=1 TO 100: NEXT v 4850 LET draw=0: LET won=0: LET lost=0 4860 IF pbno=jn THEN LET draw=1 4870 IF jn>pbno THEN LET won=1 4880 IF in phono THEN LET lost=1 4898 RETURN

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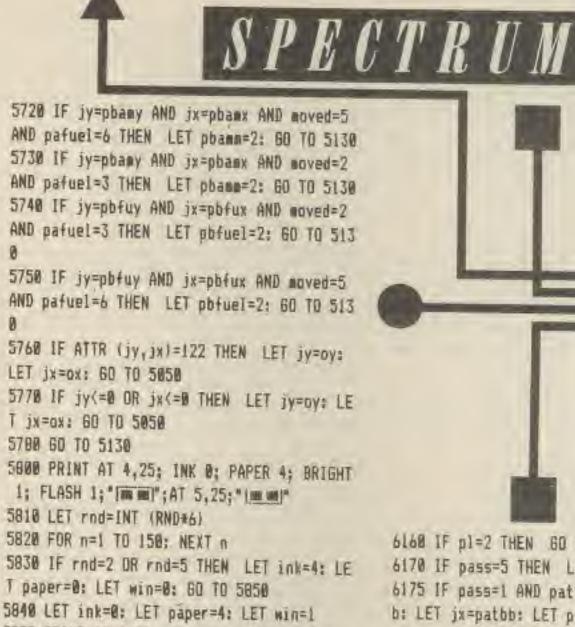
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5440 1 4900 IF patank=1 THEN LET pat1=0 5600 1 4910 IF patank=2 THEN LET pat2=0 ET jx: 4920 IF patank=3 THEN LET pat3=0 5610 1 4930 IF patank=4 THEN LET pat3=0 LET JX 4940 PRINT AT jy, jx; INK 0; PAPER 7; BRIGH 5620 I T 1; " | Y + T 1 y + T 1 j x ; " |]" AND pb 4950 IF pat1=0 AND pat2=0 AND pat3=0 AND 5638 I at4=0 THEN 60 TO 1150 AND pb 4960 RETURN 5640 I) 5000 LET moved=0 AND pb 5010 IF pl=1 THEN LET jn=pano 0 5020 IF pl=2 THEN LET in=pbno 5650 18 5030 PRINT AT 8,31;" " AND pb 5040 PRINT AT 7,24; INK 7; BRIGHT 1; "TANK AT 8,23; "NUMBER-"; in 5660 IF 5045 LET Dy=jy: LET DX=jx LET. jx= 5050 IF INKEY#="1" THEN LET jx=jx-2: 60 5670 IF 0 5110 JJX=OK 5060 IF INKEYS="p" THEN LET jx=jx+2: 60 5688 60 0 5110 5700 IF 5070 IF INKEY\$="z" THEN LET jy=jy+2; 60 ET jx=0) 0 5110 5710 IF 5080 IF INKEYS="q" THEN LET jy=jy-2: 8 LET jx=0 0 5118

	1) have the Po bears a tree	1.4
tank=3:	LET pbno=pbnc: 60 SUB 4800: 60 TO	at
4540		F
4450 IF	jy=pbtc-2 AND jx=pbtcc THEN LET b	46
tank=3:	LET pbno=pbnc: GO SUB 4800: GO TO	47
4540		1
	jy=pbtc+2 AND jx=pbtcc THEN LET b	bi
tank=3:	LET pbno=pbnc: GO SUB 4880: GO TO	4
4548		1
4470 IF	pbt4=0 THEN 60 TO 4520	5
4480 IF	jy=pbtd+2 AND jx=pbtdd THEN LET b	4
tank=4:	LET pbno=pbnd: 60 SUB 4800: 60 TD	
4540		b
4498 IF	jy=pbtd-Z AND jx=pbtdd THEN LET b	4
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5090 IF INKEYS="" AND pl=1 THEN GO SUB 4 taa; AT: " 000: 60 SUB 5300: LET cont=1: 60 TO 6000 5095 IF INKEY ="m" AND p1=2 THEN GD SUB 4 tbb: 800: GO SUB 5400: LET cont=1; GO TO 6000 TA: W 5100 GO TO 5050 5110 IF p1=2 THEN 60 TO 5600 itcc; 5120 IF p1=1 THEN GD TO 5700 AT; AT 5130 PRINT AT oy, ox; INK 0; PAPER 7; BRIGH T 1;"[P;AT oy+1,ox;"[___]" btdd: 5140 IF pl=1 THEN PRINT AT jy, jx; INK. 1; IF ;AT PAPER 7; BRIGHT 1; "] AT jy+1, jx; "] 5150 IF p1=2 THEN PRINT AT jy, jx; INK 2; BRIGH PAPER 7; BRIGHT 1;" ####";AT jy+1, jx;" ####" 5160 LET moved=moved+1: LET oy=jy: LET ox= JX. 0 5170 IF moved=6 AND pafuel=6 AND pl=1 THEN 60 SUB 4000: 60 SUB 5300: RETURN 5180 IF moved=6 AND pbfuel=6 AND p1=2 THEN 60 SUB 4000: 60 SUB 5400: RETURN 5190 IF moved=3 AND pbfuel=3 AND pl=2 THEN GO SUB 4000: GO SUB 5400: RETURN 5200 IF moved=3 AND pafueI=3 AND pI=1 THEN 60 SUB 4000: 60 SUB 5300: RETURN 5210 GO TO 5050 5300 IF patank=1 THEN LET pata=jy: LET pa taa=jx: LET pana=jn 5310 IF patank=2 THEN LET path=jy; LET pa tbb=jx: LET panb=jn 5320 IF patank=3 THEN LET patc=jy: LET pa tcc=jx: LET panc=jn 5330 IF patank=4 THEN LET patd=jy: LET pa tdd=jx: LET pand=jn 5340 RETURN 5400 IF pbtank=1 THEN LET pbta=jy: LET pb taa=jx: LET pbna=jn 5410 IF pbtank=2 THEN LET pbtb=jy: LET pb tbb=jx: LET pbnb=jn 5420 IF pbtank=3 THEN LET pbtc=jy: LET pb tcc=jx: LET pbnc=jn 5430 IF pbtank=4 THEN LET pbtd=jy: LET pb tdd=jx: LET pbnd=jn 5440 RETURN 5600 IF ATTR (jy, jx)=15 THEN LET jy=oy: L ET jx=ox: 60 TD 5050 5610 IF ATTR (jy, jx)=122 THEN LET jy=oy: LET jx=ox: 60 TO 5050 7; BRIGH 5620 IF jy=paamy AND jx=paamx AND moved=5 AND pbfuel=6 THEN LET paamm=2; 60 TO 5138 =0 AND p 5630 IF jy=paamy AND jx=paamx AND moved=2 AND pbfue1=3 THEN LET paame=2: 60 TO 5138 5640 IF jy=patuy AND jx=patux AND moved=2 AND pbfue1=3 THEN LET pafue1=3: 60 TO 513 0 5650 IF jy=pafuy AND jx=pafux AND moved=5 AND pbfuel=6 THEN LET pafuel=3: 60 TO 513 1; "TANK" 5660 IF ATTR (jy, jx)=121 THEN LET jy=oy: LET Jx=ox: 60 TO 5050 x-2: 60 T 5670 IF jy(=0 OR jx(=0 THEN LET jy=oy: LE I Jx=ox: 60 TO 5050 1x+2: 60 T 5680 60 TO 5130 5700 IF ATTR (jy, jx)=15 THEN LET jy=oy: L jy+2: 60 T ET jx=ox: 60 TO 5050 5710 IF ATTR (jy, jx)=121 THEN LET jy=by: jy-2: 60 TLET jx=ox: 60 TO 5050



6160 IF p1=2 THEN GO TO 6260 6170 IF pass=5 THEN LET pass=1 6175 IF pass=1 AND pat2=1 THEN LET jy=pat b: LET jx=patbb: LET pano=panb: LET patank 5850 PRINT AT 4,25; INK ink; PAPER paper; =2 6180 IF pass=2 AND pat3=1 THEN LET jy=pat c: LET jx=patcc: LET pand=panc: LET patank =3 6010 IF pat1=1 THEN LET jy=pata: LET jx=p 6190 IF pass=3 AND pat4=1 THEN LET jy=pat ataa: LET pano=pana: LET patank=1: GD TD 6 d: LET jx=patdd: LET pano=pand: LET patank =4 6020 IF pat2=1 THEN LET jy=patb: LET jx=p. 6200 IF pass=4 AND pat1=1 THEN LET jy=pat atbb: LET pano=panb: LET patank=2: GO TO 6 a: LET jx=pataa: LET pano=pana: LET patank =1. 6030 IF pat3=1 THEN LET jy=patc: LET jx=p 6210 IF pass=1 AND pat2=0 THEN LET pass=p atcc: LET pano=panc: LET patank=3: 60 TO 6 ass+1: 60 TO 6170 6220 IF pass=2 AND pat3=0 THEN LET pass=p 6040 IF pat4=1 THEN LET jy=patd: LET jx=p ass+1: 60 70 6170 atdd: LET pano=pand: LET patank=4: 6D TO 6 6238 IF pass=3 AND pat4=8 THEN LET pass=p ass+1: 60 TO 6170 6240 IF pass=4 AND pat1=0 THEN LET pass=p 6060 IF pbt1=1 THEN LET jy=pbta: LET jx=p ass+1: 60 TO 6170 btaa: LET pbno=pbna: LET pbtank=1: GD TO 6 6250 IF pass=4 THEN LET pass=0 6255 GD TO 6360 6260 IF pass=5 THEN LET pass=1 6270 IF pass=1 AND pbt2=1 THEN LET jy=pbt b: LET jx=pbtbb: LET pbno=pbnb: LET pbtank =2

100 6070 IF pbt2=1 THEN LET jy=pbtb: LET jx=p btbb: LET pbno=pbnb: LET pbtank=2: 60 TO 6 100 6080 IF pbt3=1 THEN LET jy=pbtc: LET jx=p btcc: LET pbno=pbnc: LET pbtank=3: 60 TO 6 100 6090 IF pbt4=1 THEN LET jy=pbtd: LET jx=p btdd: LET pbno=pbnd: LET pbtank=4 6100 LET pass=0: LET oy=jy: LET ox=jx 611@ IF pI=1 THEN PRINT AT jy, jx; INK 1; PAPER 7; BRIGHT 1; FLASH 1; "L N ... AT jy+1, jx 1 1 1 1 6120 IF p1=2 THEN PRINT AT jyjx; INK 2; P APER 7; BRIGHT 1; FLASH 1; " HIW"; AT jy+1, jx; * @ | @ * 6130 IF INKEY ="1" THEN LET pass=pass+1: GO TO 6160 6140 IF INKEY\$="0" THEN GO TO 6420 6150 GD TO 6130

BRIGHT 1; "mmm"; AT 5,25; "[mmm"

6000 IF p1=2 THEN GO TO 6060

5860 RETURN

050

050

050

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6050 60 TO 6100

6280 IF pass=2 AND pbt3=1 THEN LET jy=pbt c: LET jx=pbtcc: LET pbno=pbnc: LET pbtank =3.

6298 IF pass=3 AND pbt4=1 THEN LET jy=pbt d: LET jx=pbtdd: LET pbno=pbnd: LET pbtank =4

6300 IF pass=4 AND pbt1=1 THEN LET jy=pbt a: LET jx=pbtaa: LET pbno=pbna: LET pbtank =1



6310 IF pass=1 AND pbt2=0 THEN LET pass=p ass+1: 60 TO 6260 6320 IF pass=2 AND pbt3=0 THEN LET pass=p ass+1: 60 TO 6260 6330 IF pass=3 AND pbt4=0 THEN LET pass=p ass+1: 60 TO 6260 6340 IF pass=4 AND pbt1=0 THEN LET pass=p ass+1: 60 TO 6260 6350 IF pass=4 THEN LET pass=0 6368 IF pl=1 THEN PRINT AT oy,ox; INK 1; PAPER 7; BRIGHT 1;" [1];AT oy+1,ox;" []" 6370 IF p1=2 THEN PRINT AT ay, ax; INK 2; PAPER 7; BRIGHT 1;" @ # ";AT oy+1,ox;" ###" 6380 IF pI=1 THEN PRINT AT jy, jx; INK 1; PAPER 7; BRIGHT 1; FLASH 1; "LI ;AT jy+1, jx 1 1 1 1 6390 IF p1=2 THEN PRINT AT jy, jx; INK 2; PAPER 7; BRIGHT 1; FLASH1;" #I# ;AT jy+1, jx; . . . 6400 LET ay=jy: LET ax=jx 6410 60 TO 6130 6420 IF pl=1 THEN PRINT AT 19, 1x; INK 1; PAPER 7; BRIGHT 1; 1]; AT jy+1, jx; "] 6430 IF p1=2 THEN PRINT AT Jy, jx; INK 2; PAPER 7; BRIGHT 1; " @ Ter; AT jy+1, jx; " # 10" 6435 IF FIR=1 THEN LET FIR=0: RETURN 6440 IF cont=1 THEN LET cont=0: 60 TO 501 0 6450 GD TO 5000 6500 PRINT AT 4,25; INK 0; PAPER 4; BRIGHT 1; "mm";AT 5,25; "[mm]" 6510 LET able=0: LET unable=0: LET wmove=0 : LET MOYE=0 6520 PRINT AT 7,22; INK 7; BRIGHT 1; Move/ Fire" 6530 IF INKEYS="F" THEN 60 SUB 2000: RETU RN 6540 IF INKEYS="" THEN LET wmove=1: 60 T 0 6560 6550 GD TO 6530 6560 PRINT AT 4,25; INK 0; PAPER 4; BRIGHT 1; FLASH 1; "[mm]"; AT 5,25; "[mm]" 6570 PRINT AT 7,22;" 6580 LET rnd=INT (RND+20) 6590 FOR n=1 TO 100: NEXT n

7030 PRINT AT JY, JX; INK 0; PAPER 4; BRIGH T 1; 2 3 ;AT jy+1, jx; "" 1 7040 IF INKEYS="q" THEN LET jy=jy-2: LET up=1: 60 TO 7080 7050 IF INKEYS="z" THEN LET jy=jy+2: LET down=1: 60 TO 7080 7060 IF INKEY\$="" THEN 60 TO 7210 7070 GD TO 7040 7080 IF jy(=0 THEN LET jy=19 7090 IF jy>=21 THEN LET jy=1 7100 IF ATTR (jy, jx)=121 AND down=1 THEN LET jy=jy+2 7110 IF ATTR (jy, jx)=122 AND down=1 THEN LET jy=jy+2 7120 IF ATTR (jy, jx)=121 AND up=1 THEN LE 7 jy=jy-2 7130 IF ATTR (jy, jx)=122 AND up=1 THEN LE T jy=jy-2 7140 IF jy(=0 THEN LET jy=19 7150 IF jy>=21 THEN LET jy=1 7160 IF ATTR (jy, jx)=120 THEN GD TO 7180 7170 60 TO 7080 7180 PRINT AT oy, ox; INK 0; PAPER 7; BRIGH T 1;" | ";AT oy+1,ox;" 7190 PRINT AT Jy, Jx; INK 8; PAPER 4; BRIGH T 1;"= | =";AT jy+1, jx;" [] =" 7200 LET oy=jy: LET ox=jx: LET up=0: LET d own=8: 60 TO 7040 7210 IF p1=1 THEN PRINT AT by, ox; INK 1; PAPER 7; BRIGHT 1; " TI T; AT oy+1, ox; " T 7220 IF p1=2 THEN PRINT AT oy, ox; INK 2; PAPER 7; BRIGHT 1; " THE"; AT oy+1, ox; " HIM" 7230 LET count=count+1 7240 IF p1=2 THEN GO TO 7310 7250 IF count=1 THEN LET pata=jy: LET pat ad=jx 7260 IF count=2 THEN LET path=jy: LET pat bb=jx 7270 IF count=3 THEN LET patc=jy: LET pat CC=JX 7280 IF count=4 THEN LET patd=jy: LET pat dd=jx 7290 IF count=4 THEN RETURN 7300 GD TO 7370 7310 IF count=1 THEN LET pbta=jy: LET pbt aa=jx 7320 IF count=2 THEN LET pbtb=jy: LET pbt bb=jx 7330 IF count=3 THEN LET pbtc=jy: LET pbt CC=JX 7340 JF count=4 THEN LET obtd=jy: LET pbt dd=jx 7350 IF count=4 THEN RETURN 7370 LET jy=jy+2 7388 IF jy = 21 THEN LET jy=1 7390 IF ATTR (jy, jx)=121 THEN LET jy=jy+2 7400 IF ATTR (jy, jx)=122 THEN LET jy=jy+2 7410 IF jy>=21 THEN LET jy=1 7420 IF ATTR (jy,jx)=120 THEN 60 TO 7440 7430 GO TO 7390 7440 PRINT AT jy, jx; INK 8; PAPER 4; BRIGH T 1; "____;AT jy+1, jx; " ____ 7450 LET oy=jy: LET ox=jx 7460 GO TO 7840 BOBO IF p1=1 THEN LET jy=1: LET jx=3

up=0: LET count=0

B010 IF p1=2 THEN LET jy=1: LET jx=17 B020 LET oy=jy: LET ox=jx 8030 PRINT AT jy, jx; INK 0; PAPER 4; BRIGH T 1; " AT jy+1, jx; "]" 8040 IF INKEY ="i" THEN LET jx=jx-2: 60 T 0 8100 8050 IF INKEY\$="p" THEN LET jx=jx+2: 60 T 0 8100 8060 IF INKEY\$="q" THEN LET jy=jy-2: 60 T 0 8180 8070 IF INKEY ="z" THEN LET jy=jy+2: GO T 0 8180 8080 IF INKEY\$="" THEN 50 TO 8208 8070 GD TO 8040 8100 IF ATTR (jy, jx)=121 AND p1=1 THEN LE T jy=oy: LET jx=ox: 60 TO 8040 8110 IF ATTR (jy, jx)=122 AND p1=2 THEN LE T jy=oy: LET jx=ox: 60 TO 8040 8120 IF ATTR (jy, jx)=15 THEN LET jy=oy: L ET 1x=ox: 60 TO 8840 8130 IF jy(1 THEN LET jy=oy: LET jx=ox: 6 0 TO 6040 8140 IF jx 2 DR jx>10 AND p1=1 THEN LET j y=oy: LET jx=ox: 60 TO 8040 B150 IF jx>18 DR jx<10 AND p1=2 THEN LET iv=oy: LET jx=ox: 60 TO 8040 BIGB PRINT AT OY, OX; INK 0; PAPER 7; BRIGH T 1;" |";AT oy+1,ox;" | |" 8170 PRINT AT jy, jx; INK 0; PAPER 4; BRIGH T 1; " ____ "; AT jy+1, jx; " ____" BISO LET oy=jy: LET ox=jx 8190 GD TD 8040 8200 IF object=1 AND p1=1 THEN PRINT AT j Y, JX; INK 1; PAPER 7; BRIGHT 1; "Imm mm"; AT jy" 1, jx; "Im mi": LET paamy=jy: LET paamx=jx 8210 IF object=1 AND p1=2 THEN PRINT AT j y, jx; INK 2; PAPER 7; BRIGHT 1; "[mm wm]"; AT jy 1, jx; "Im mil": LET pbasy=jy: LET pbasx=jx 8220 IF object=2 AND pl=1 THEN PRINT AT j y, jx; INK 1; PAPER 7; BRIGHT 1; "Im #I"; AT jy 1, jx; " [] [LET pafuy=jy: LET pafux=jx 8230 IF object=2 AND p1=2 THEN PRINT AT j y, jx; INK 2; PAPER 7; BRIGHT 1; "Im mi"; AT jy 1, jx; "le # ": LET pbfuy=jy: LET pbfux=jx 8240 IF object=3 AND pl=1 THEN PRINT AT j y, jx; INK 1; PAPER 7; BRIGHT 1; "[==]"; AT iv 1, jx; " 9150 8250 IF n=1 AND pl=1 THEN LET pacya=3y; L 9160 TA 25 ET pacxa=jx 8260 IF n=2 AND p1=1 THEN LET pacyb=jy: L 9180 ET pacxb=jx 9198 8270 IF n=3 AND p1=1 THEN LET pacyc=jy: L 9200 9210 ET pacxc=jx 8288 IF n=4 AND p1=1 THEN LET pacyd=jy: L 9220 ET pacxd=jx 9230 8298 IF object=3 AND p1=2 THEN PRINT AT j 9240 Y, JX: INK 2; PAPER 7; BRIGHT 1;" H m"; AT in 9250 1, jx; "] = 9260 8300 IF n=1 AND p1=2 THEN LET pbcya=jy: L 9270 1 ET pbcxa=jx 9280 1 8310 IF n=2 AND p1=2 THEN LET pbcyb=jy: L 9290 1 9300 [ET pbcxb=jx 8320 IF n=3 AND p1=2 THEN LET pbcyc=jy: L 9310 0 9320 1 ET pbcxc=jx 8330 IF n=4 AND p1=2 THEN LET pbcyd=jy: L 9330 0 9340 D ET pbcxd=jx

6680 IF rnd=3 THEN LET ink=4: LET paper=0 : LET unable=1: 60 TO 6620 6610 LET paper=4: LET ink=0: LET able=1 6620 PRINT AT 4,25; INK ink; PAPER paper; BR16HT 1; "Im mi"; AT 5,25; "Im mi" 6630 IF able=1 THEN PRINT AT 7,25; INK 7; BRIGHT 1; "OK": 60 TO 6000 6640 IF unable=1 THEN PRINT AT 7,24; INK 7; BRIGHT 1; "Sorry"; AT 8,22; "You Can't": F DR t=1 TO 50: NEXT t: RETURN 7000 IF p1=1 THEN LET jy=1: LET jx=1 7010 IF p1=2 THEN LET jy=1; LET jx=19 7020 LET oy=jy: LET ox=jx: LET down=0: LET



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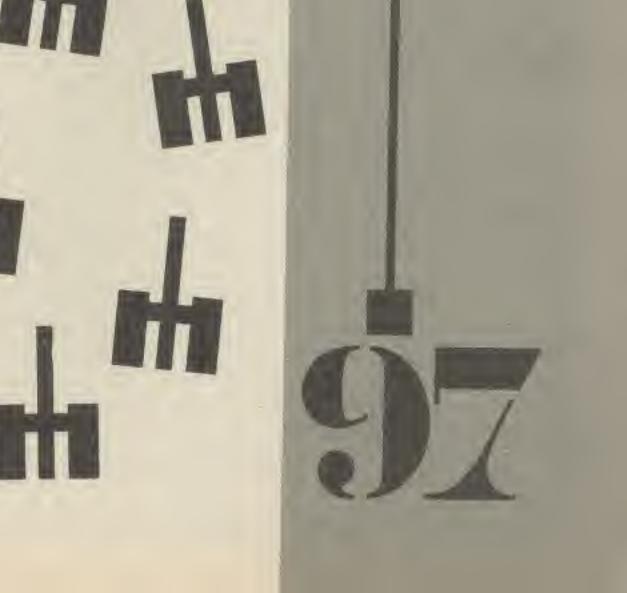
	8348 IF pI=1 THEN LET jy=1: LET jx=3
	8350 IF p1=2 THEN LET jy=1: LET jx=17
GH	8360 IF ATTR (jy, jx)=121 AND pl=1 THEN LE
4	T jy=jy+2
I	B370 IF ATTR (jy, jx)=122 AND p1=2 THEN LE
	T jy=jy+2
Ĩ	B3B0 IF ATTR (jy, jx)=120 THEN GO TO 8400
1	0390 GD TO 8360
IT	8400 LET oy=jy: LET ox=jx
	8418 RETURN
) T.	8500 PRINT AT 4,23; INK 7; BRIGHT 1; "Posit
	ion";AT 5,22; "assumition";AT 6,25; "Base"
	8510 LET object=1
	8520 RETURN
LE	8530 PRINT AT 5,22; INK 7; BRIGHT 1; Fu
10	el *
LE	8548 LET object=2
	8550 RETURN
; L	B560 PRINT AT 5,24; INK 7; BRIGHT 1; "Canno
	n";AT 6,25; BRIGHT 0;" *
: 6	8570 LET object=3
T I	8588 RETURN
i j	8799 REN #SCREEN#
ÉT	B800 BORDER 1: PAPER 1: BRIGHT 0: CLS
ET	B810 FOR n=1 TO 20 STEP 2
ateu	8820 PRINT AT n,1; INK 0; PAPER 7; BRIGHT
RIGH	1;" A A A A A A A A A
RIGH	8838 PRINT AT n+1,1; INK 0; PAPER 7; BRIGH
100	TH'LL I I I I I I I I
	8840 NEXT n
	B850 RETURN
AT 3	9000 FOR n=0 TO 159
AT jy+	9010 READ a
	9020 POKE USR "a"+n,a
at j	7030 NEXT n 9040 RETURN
AT jy+	
jx	9050 DATA 255,1,1,1,1,1,1,1 9060 DATA 1,1,1,1,1,1,255
AT j	9070 DATA 255,128,128,128,128,128,128,128
AT jyt	9989 DATA 178 178 178 178 178 178 178 178
jž	9000 DATA 128,128,128,128,128,128,128,128,255 9090 DATA 255,1,125,125,125,125,125,1
AT j	9100 DATA 1,125,125,125,125,125,125,1,255
AT jy+	9110 DATA 255,128,190,190,190,190,190,128
-jx	9120 DATA 128,190,190,190,190,190,128,255
AT j	9130 DATA 255,128,156,190,190,190,156,128
AT jy+	9140 DATA 128,156,90,190,190,156,128,255
	9150 DATA 255,1,57,125,125,125,57,1
jy: L	9160 DATA 1,57,125,125,125,57,1,2559170 DA
	TA 255,1,1,129,129,129,129,249
iyi L	9180 DATA 249,129,129,129,129,1,1,255
	9190 DATA 255, 128, 128, 129, 129, 129, 129, 129, 159
iy: L	9280 DATA 159, 129, 129, 129, 129, 128, 128, 128, 255
	9210 DATA 255,128,128,128,135,135,129,143
=jy: L	9220 DATA 143,129,135,135,128,128,128,255
	9230 DATA 255,1,1,1,193,193,129,253
TATI	9240 DATA 253,129,193,193,1,1,1,255
a";AT jy+	9250 DATA 255,1,1,1,225,225,129,241
	9260 DATA 241,129,225,225,1,1,1,1,255
=jy: L	9270 DATA 255, 128, 128, 128, 131, 131, 129191
	9280 DATA 191,129,131,131,128,128,128,255
=jy: L	9290 DATA 255,1,1,1,225,241,249,249
	9300 DATA 249,249,241,225,1,1,1,255
ifiy: L	9310 DATA 255,128,128,128,135,143,159,159
la inc. 1	9320 DATA 159,159,143,135,128,128,128,255
l=jy; L	9330 DATA 255,1,1,249,9,233,233,105
	9340 DATA 105,233,233,9,249,1,1,255

SPECTRUM

9350 DATA 255,120,120159,144,151,151,254 9360 DATA 254,151,151,144,159,120,120,255 9370 DATA 255,120,120,159,144,151,151,150 9380 DATA 150,151,151,144,159,120,120,255 9390 DATA 255,1,1,249,9,233233,127 9400 DATA 255,1,1,249,9,233233,127 9400 DATA 127,233,233,9,249,1,1,255 9500 LET pat1=1: LET pat2=1: LET pat3=1: L ET pat4=1: LET pbt1=1: LET pbt2=1: LETpbt3 =1: LET pbt4=1 9510 LET pana=1: LET panb=2: LET panc=3: L ET pand=4: LET pbna=1: LET pbnb=2: LET pbn c=3: LET pbnd=4 9520 LET paca=1: LET pacb=1: LET pacc=1: L ET pacd=1: LET pbca=1: LET pbcb=1: LET pbc c=1: LET pbcd=1 9530 LET fic=0: LET pbca=1: LET pbcb=1: LET pbc

9530 LET fir=0: LET cont=0: LET paanm=4: L ET pafuel=6: LET pbamm=4: LET pbfuel=6 9540 RETURN

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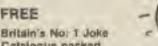
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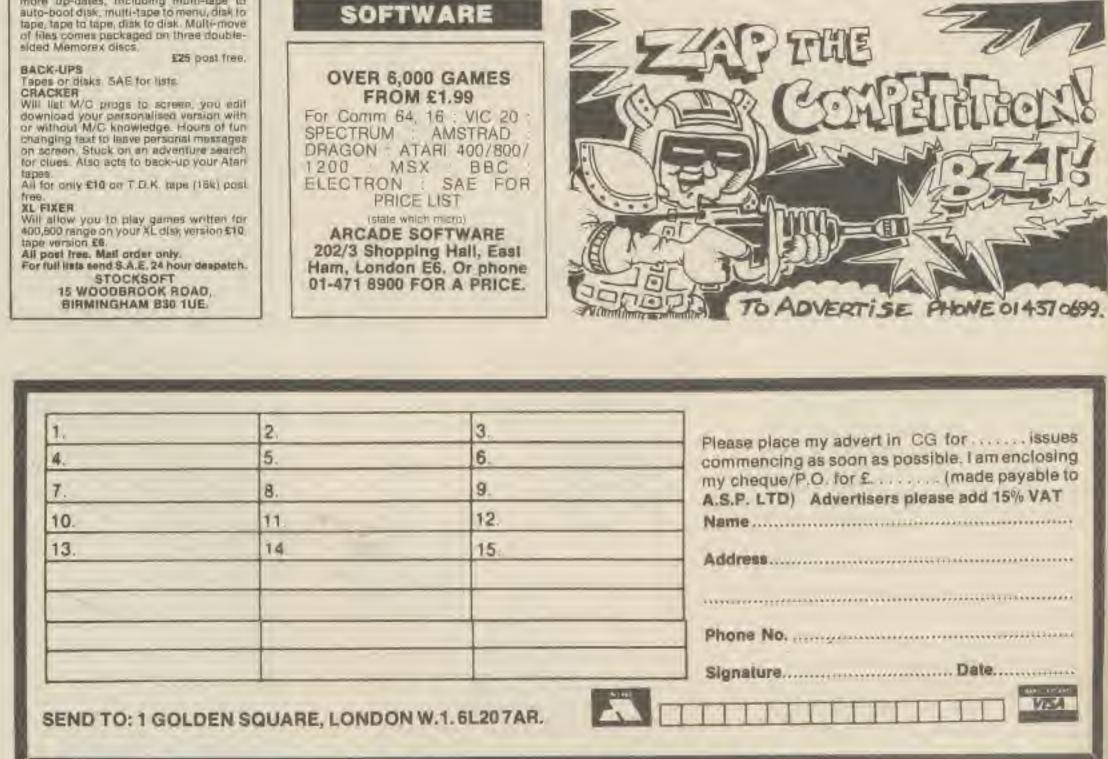
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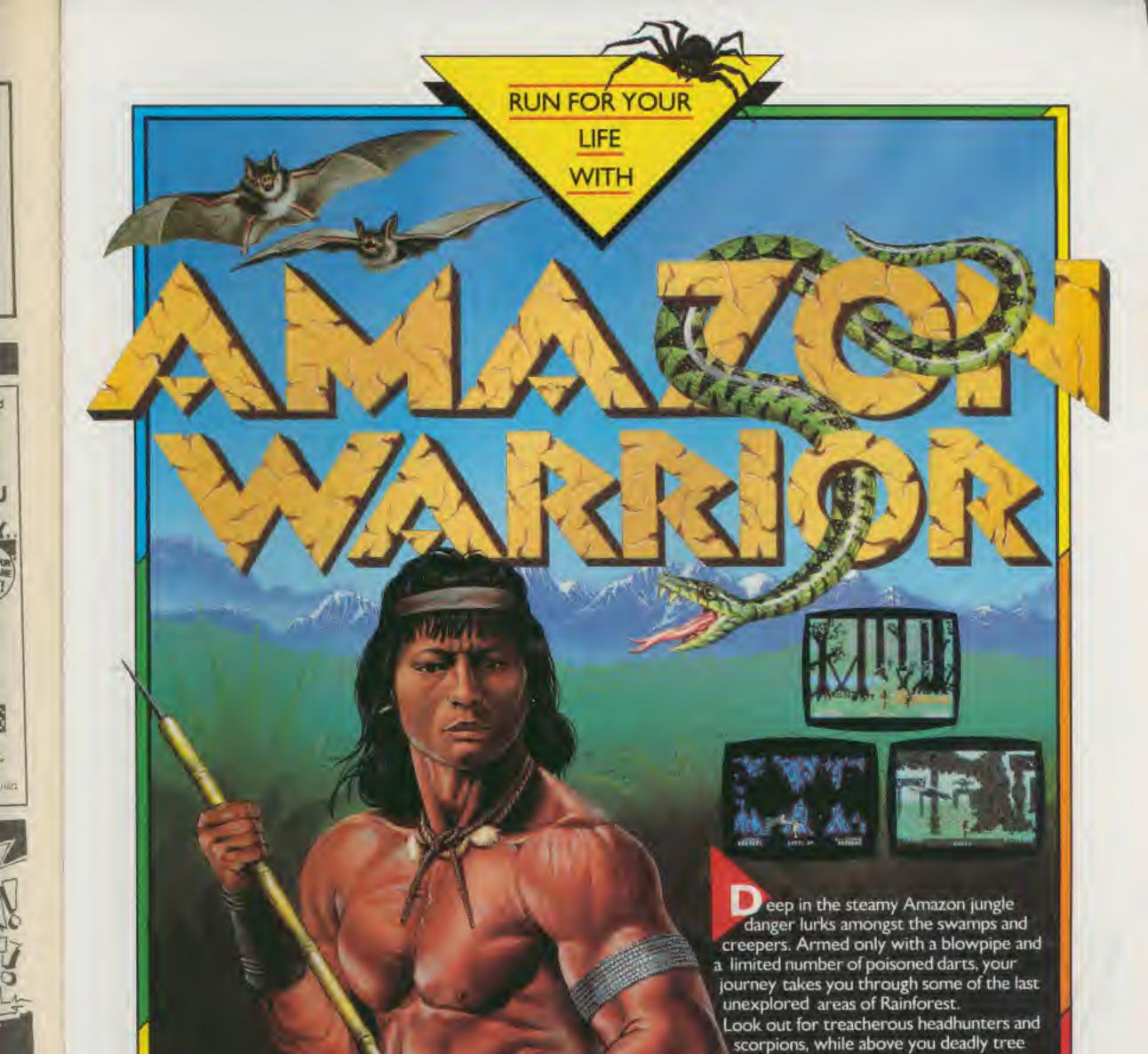
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